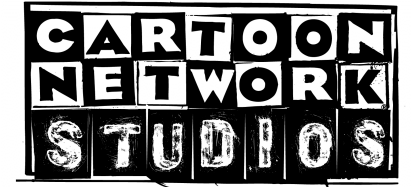




“The Life of a Child”

1025-173

Original Board



Date 10/08/13



Board Team Final 10/08/13



Network Approval Board



Record Board



Animatic Scan Board



Conformed Board



Design Board



Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

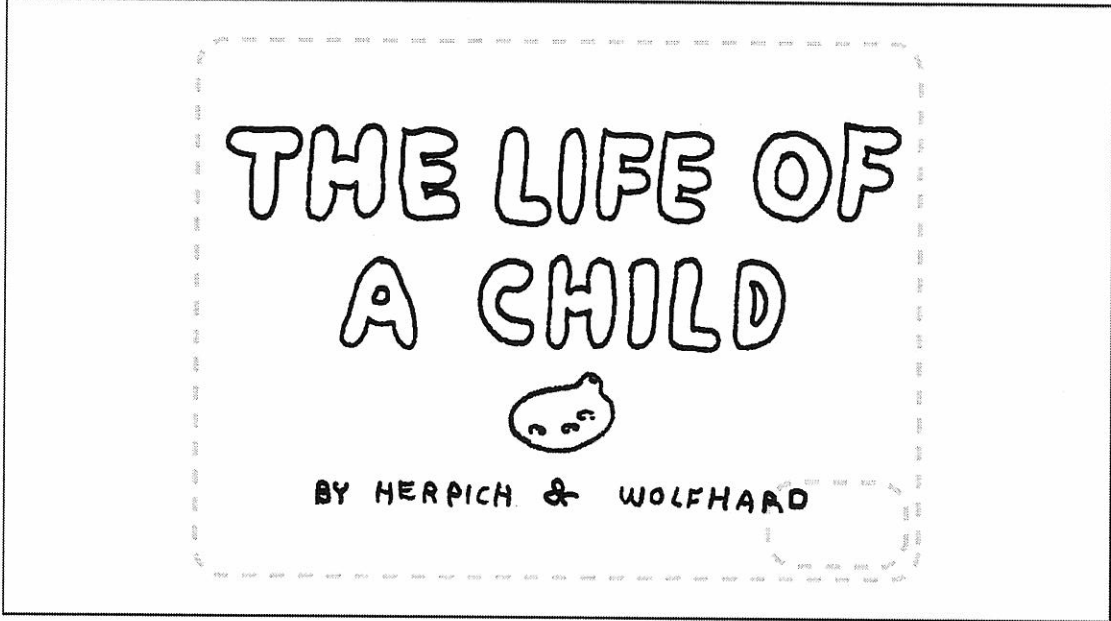
Storyboard by
Tom Herpich
& Steve Wolfhard

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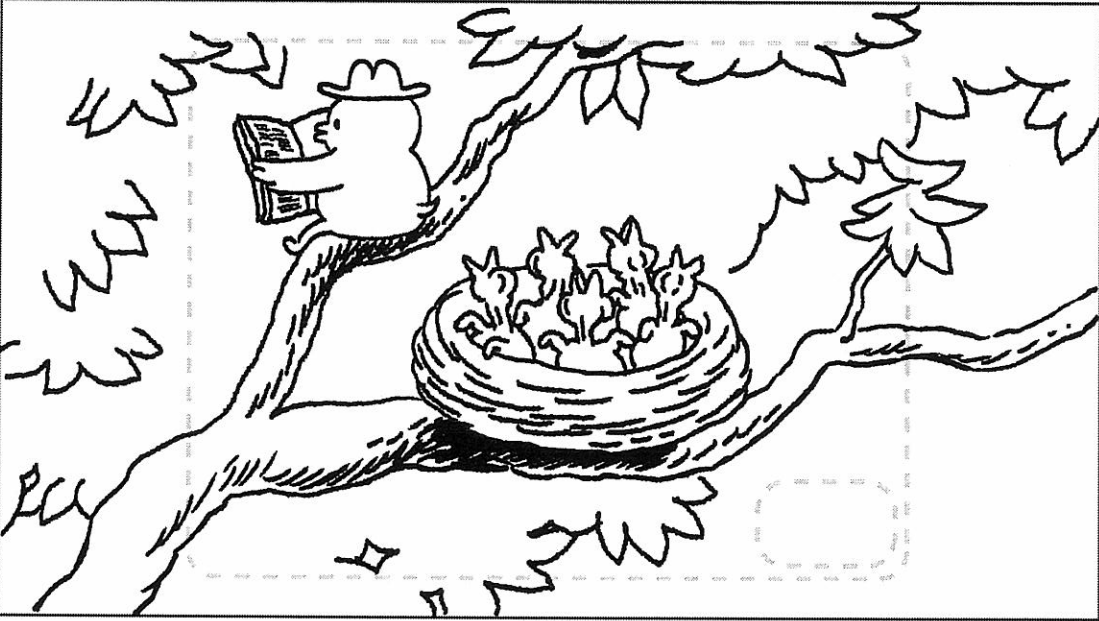
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 1 Pnl. A Bg. day night



Dialog:	(SFX) / CHEEPING
Action:	DESPERATE BABY BIRDS
Timing:	

ADVENTURE TIME



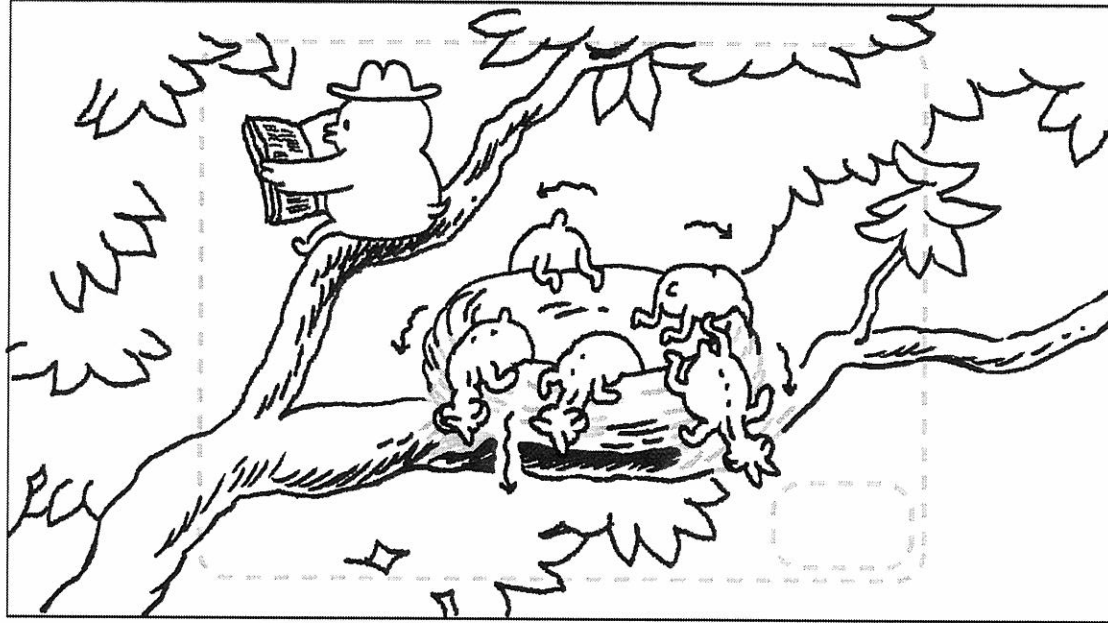
Page 2

Sc. 1

Pnl. B

Bg.

day night

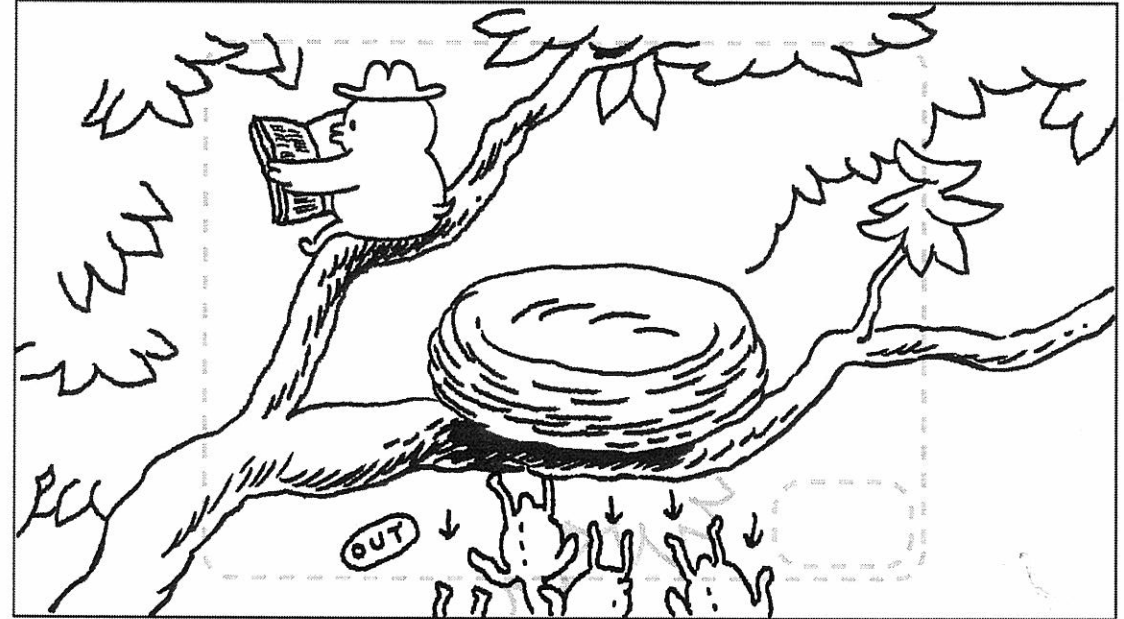


Sc. 1

Pnl. C

Bg.

day night



Dialog:

(SFX) / ≡ CHEEPING ≡

Action:

BABY BIRDS CRAWL OUT

... AND FALL !

Timing:

1025-173

EPISODE #

Production :

ADVENTURE TIME

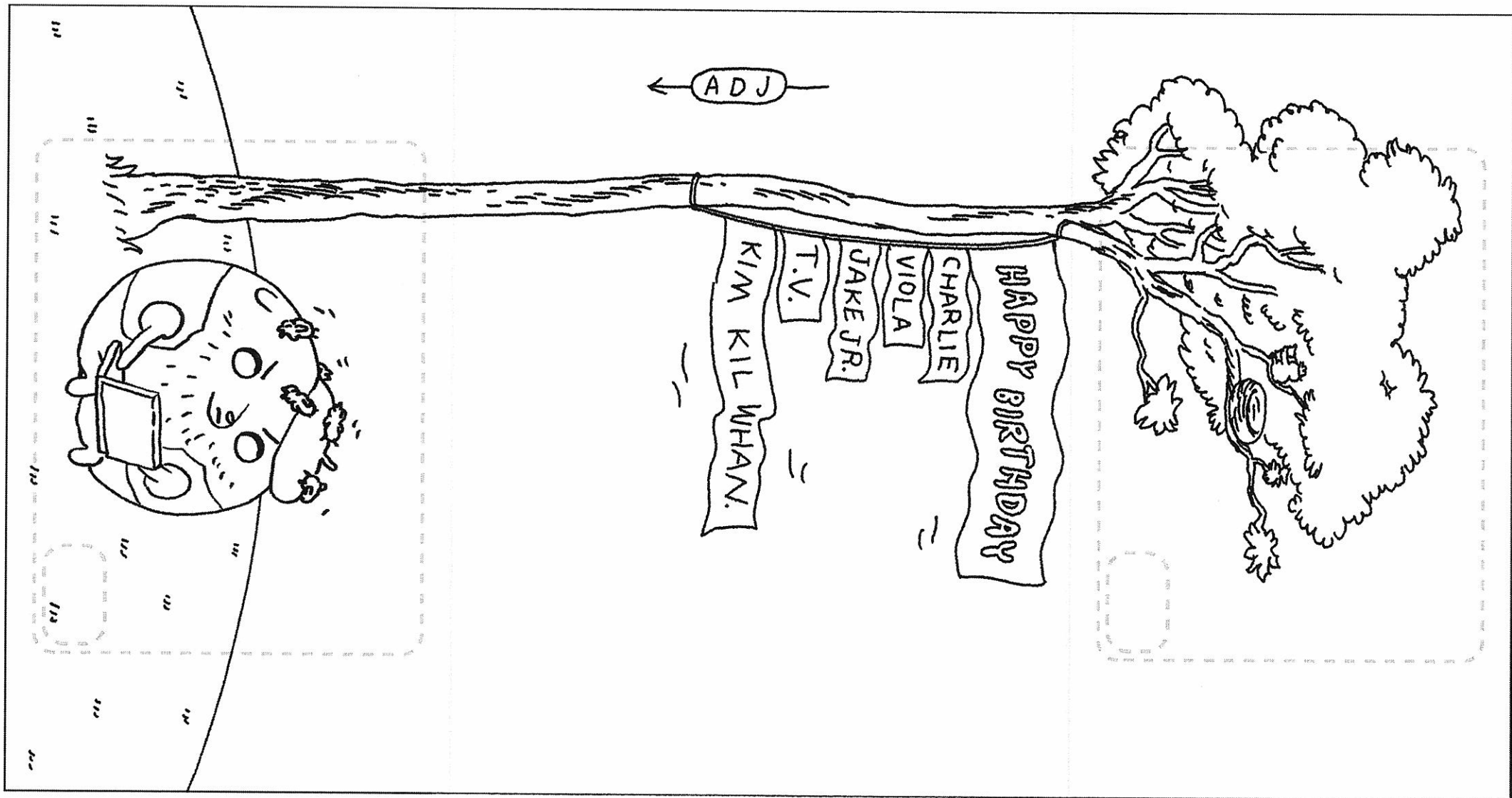


Sc. 2

Pl. A

Bg.

day night



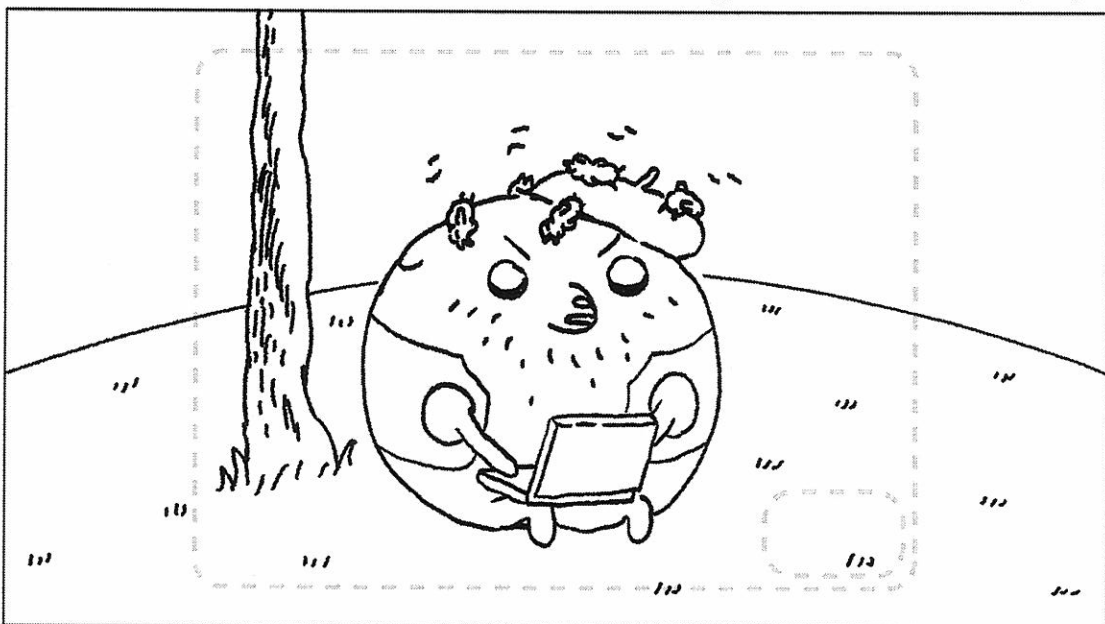
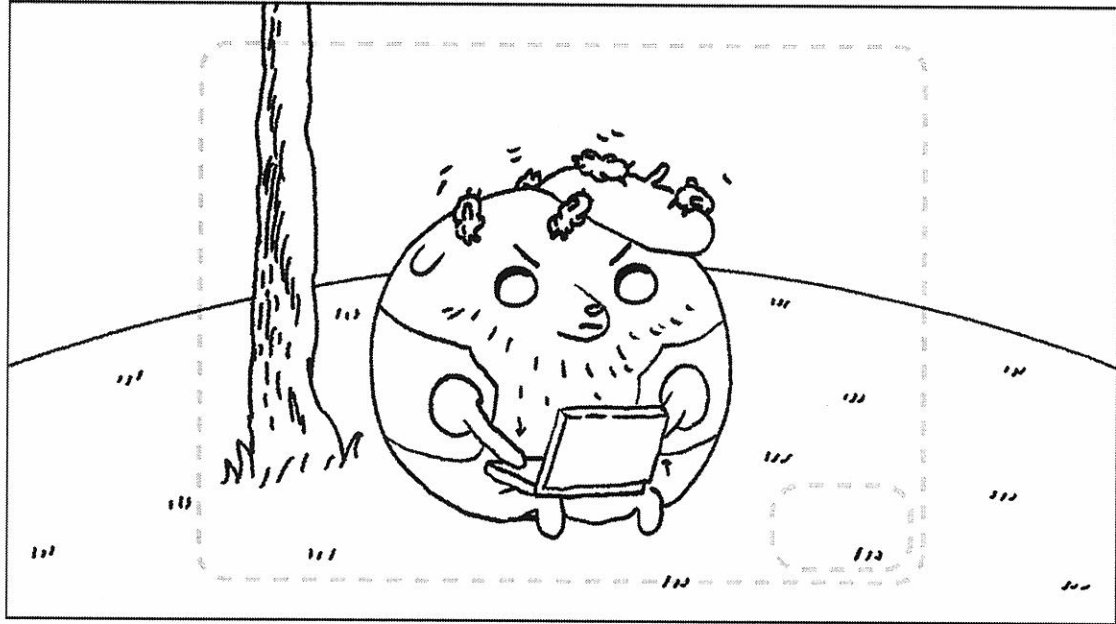
Production : 1025-173 EPISODE #

ADVENTURE TIME



Page 4

Sc. 2 Pnl. B Bg. day night Sc. 2 Pnl. C Bg. day night

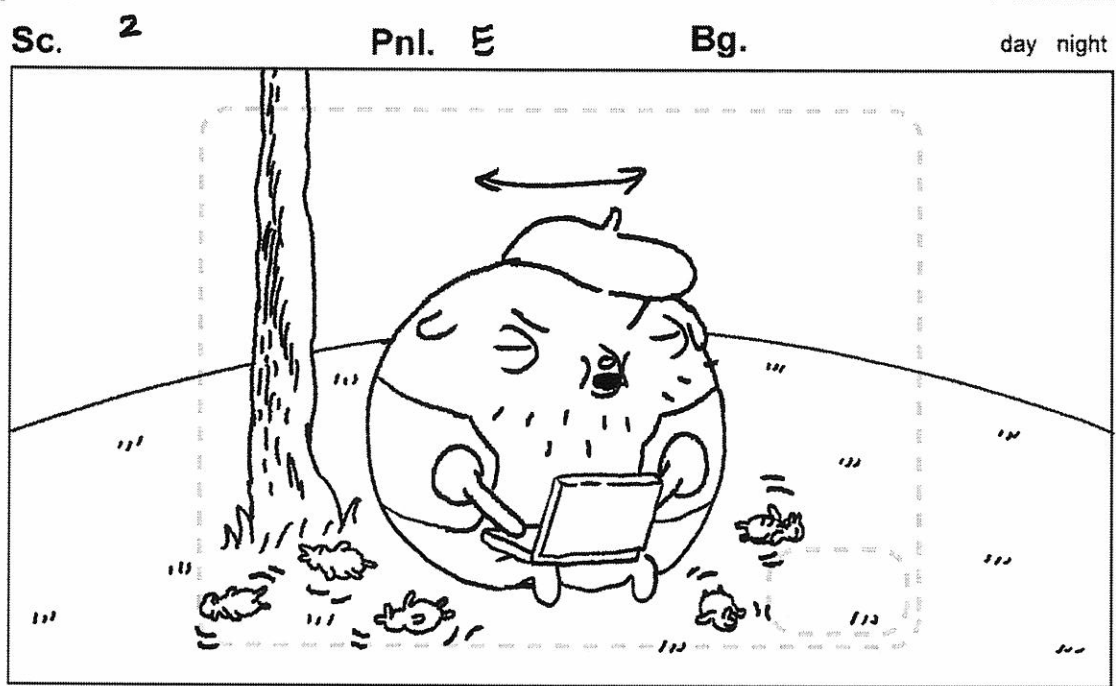
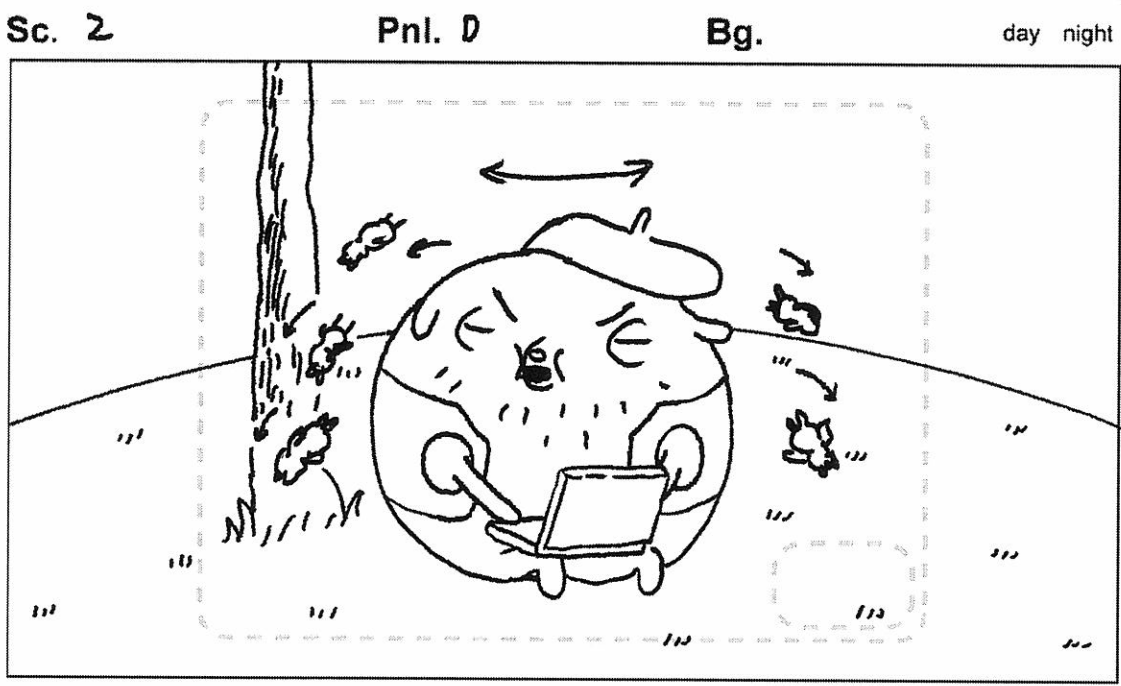




Dialog:	(SFX) / CHEEPING, TYPING.	(T.V.) / UGH, I'M COVERED IN NEWBS.
Action:	T.V. TYPING, COVERED IN BABY BIRDS.	(SFX) / CHEEPING
Timing:	TYPING POSES - (A)	STOPS TYPING.

1025-173
EPISODE #
Production :

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ADVENTURE TIME



Dialog:	(SFX) / LIKE A DOG SHAKING / BIRDS STILL CHEAPING HIS HEAD.	
Action:		
Timing:	<div> A</div> <div> B</div>	<div>SHAKES OF THE BIRDS.</div> <div>ABABA</div>

EPISODE # 1025-173

Production :

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ADVENTURE TIME



Sc. 2

Pnl. F

Bg.

day night

Sc. 2

Pnl. G

Bg.

day night

Dialog:	(SFX) / ≡ CHEEPING ≡	(SFX) / SLAP
Action:	BIRDS WRIGGLING.	CLOSES LAPTOP
Timing:		

EPISODE # 1025-173

Production :

ADVENTURE TIME



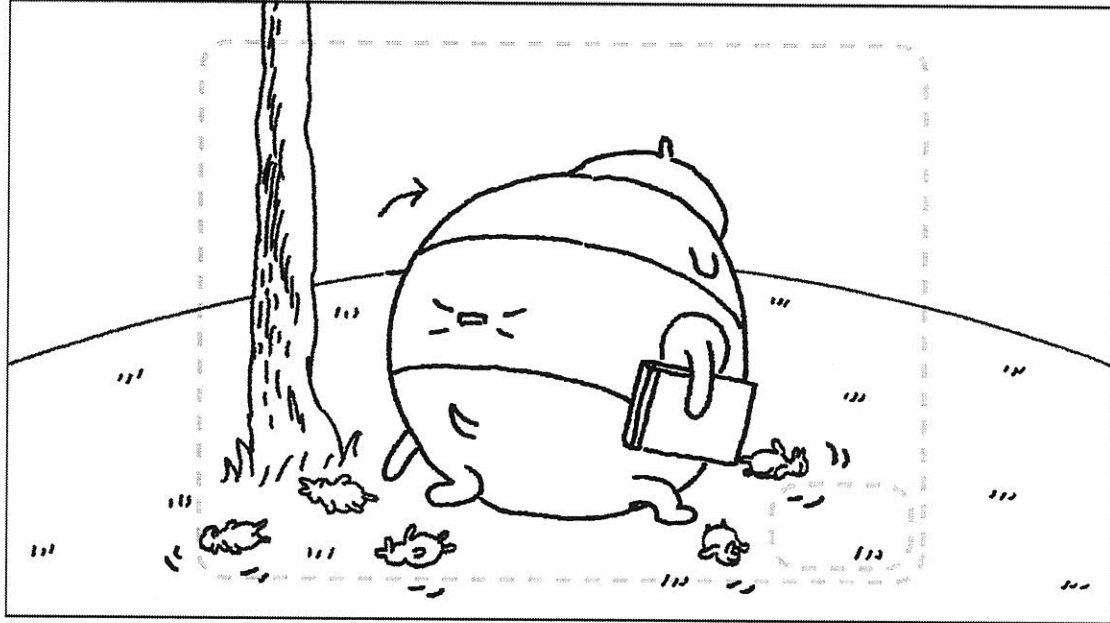
Page 7

Sc. 2

Pnl. H

Bg.

day night

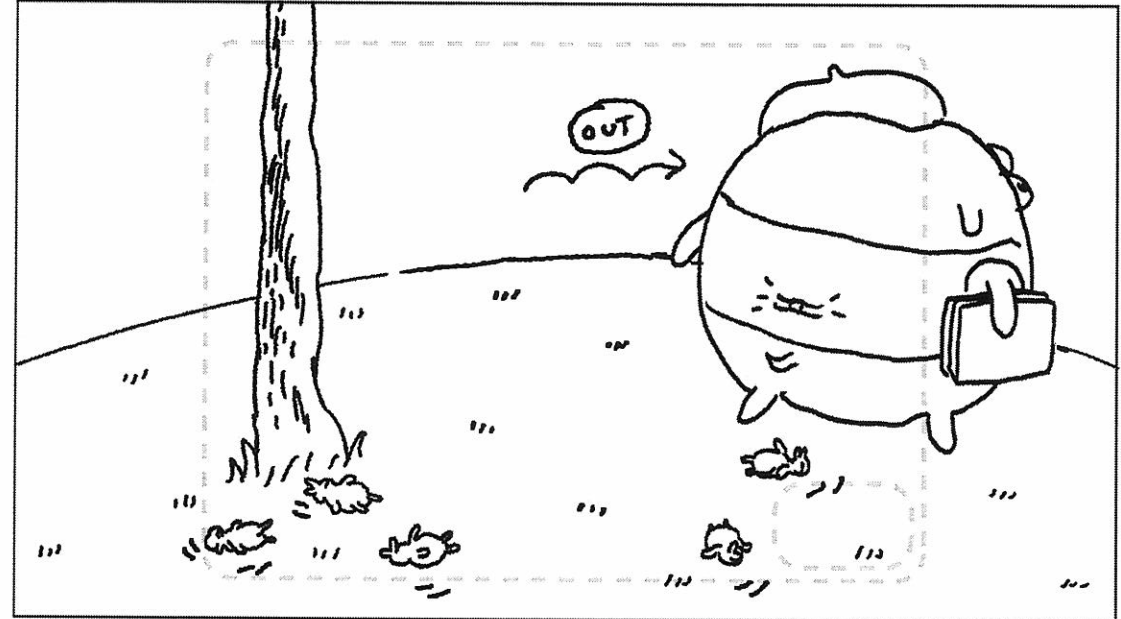


Sc. 2

Pnl. I

Bg.

day night



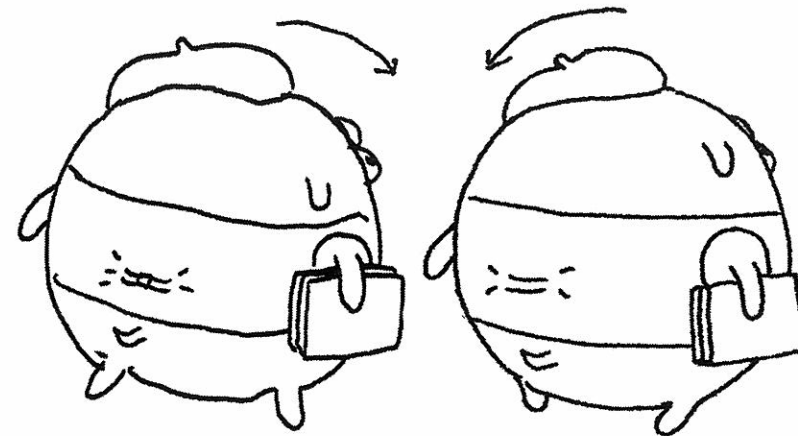
Dialog:

(TV) / ≡ GRUNT ≡

Action:

GETS UP

Timing:



WADDLES BACK & FORTH

EPISODE # 1025-173

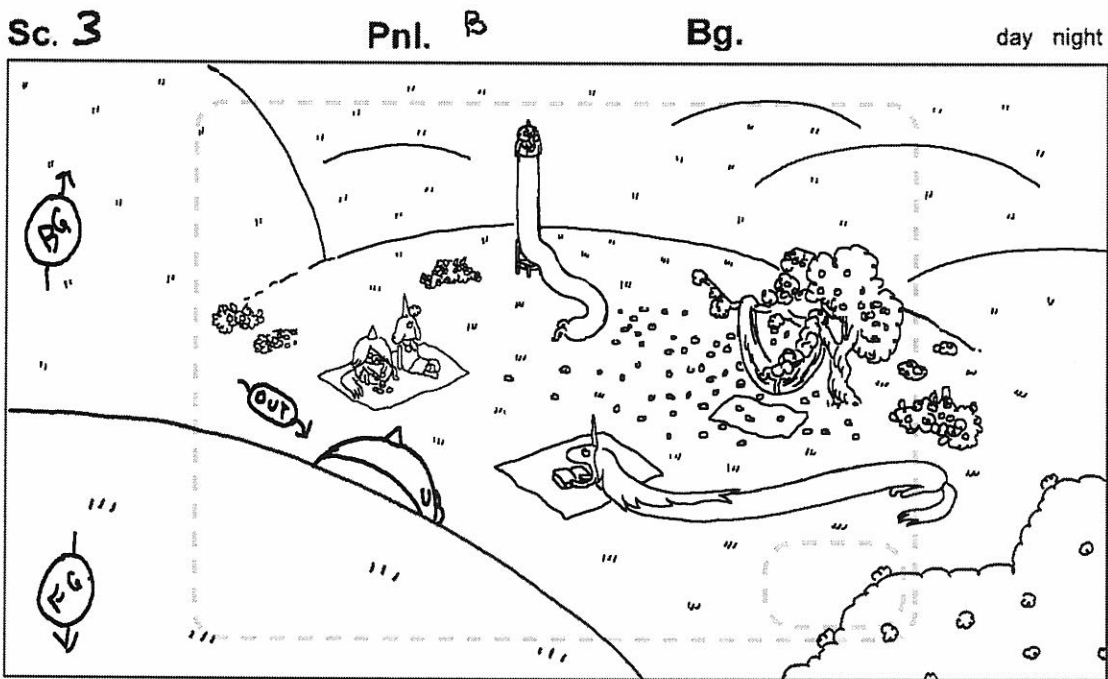
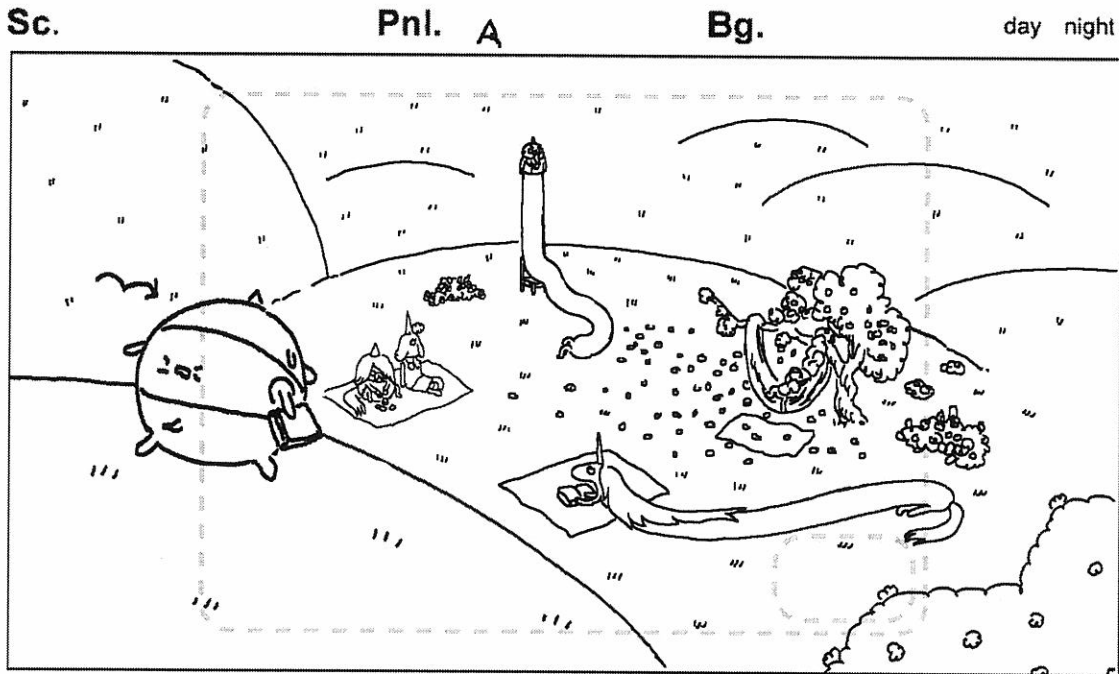
Production :

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ADVENTURE TIME



Page 8



Dialog:

MUSIC: / DISTANT GUITAR STRUMMING
FROM JAKE JR. THROUGHOUT
SEQUENCE. ♪ ♪

Action:

T.V. WADDLIN.

IF THIS CAN LOOK
SUPER IDYLIC.

Timing:

EPISODE # 1025-173

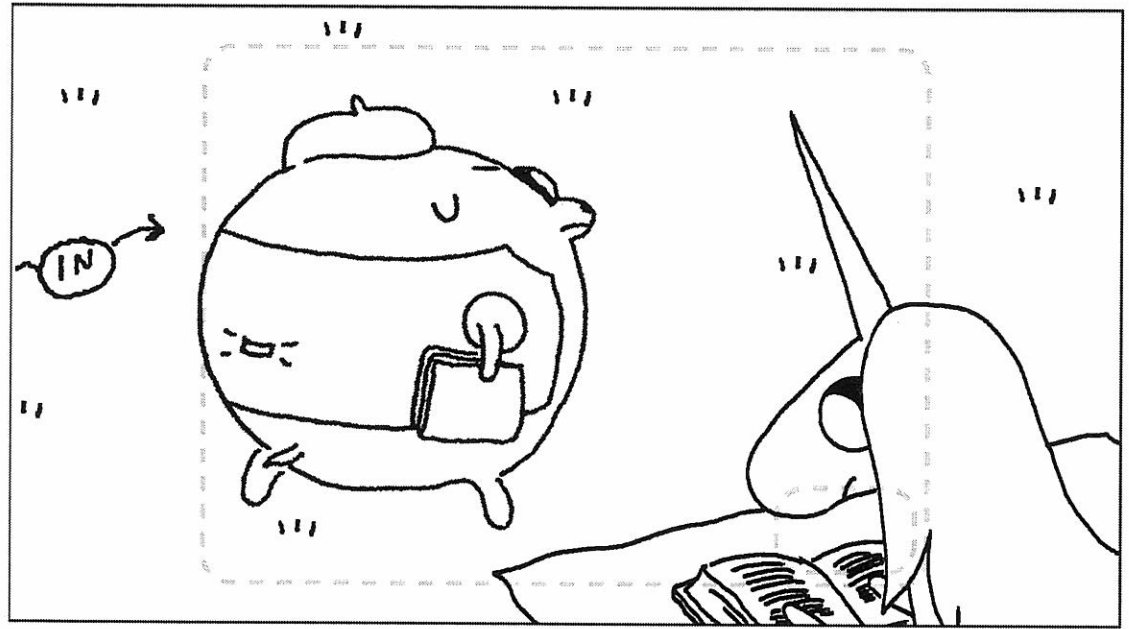
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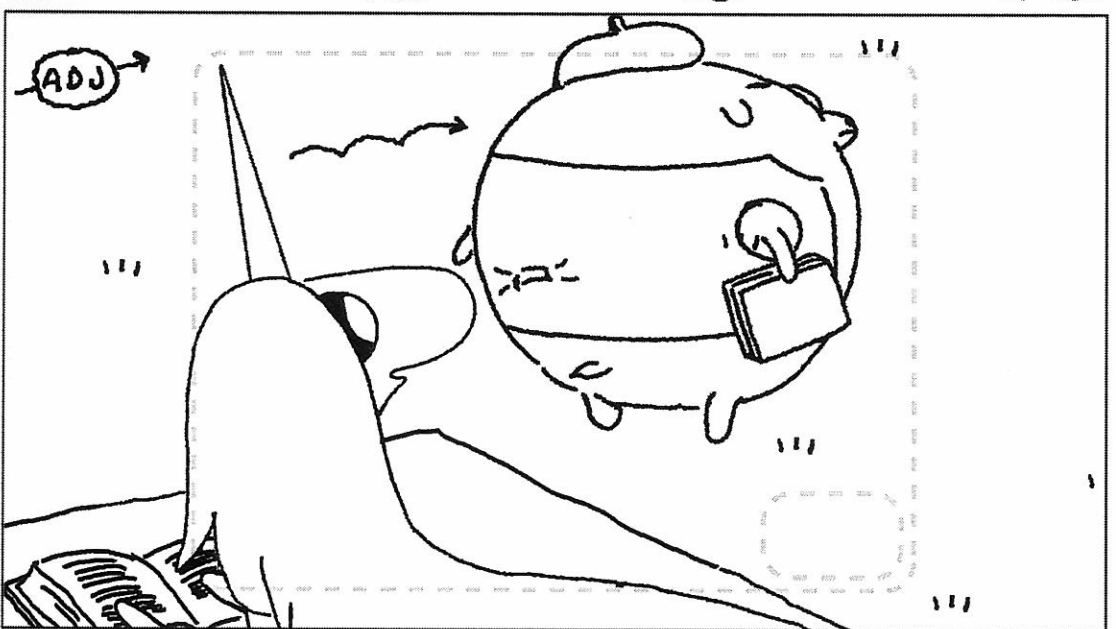
ADVENTURE TIME



Sc. 4 Pnl. 4 Bg. day night



Sc. 4 Pnl. 8 Bg. day night

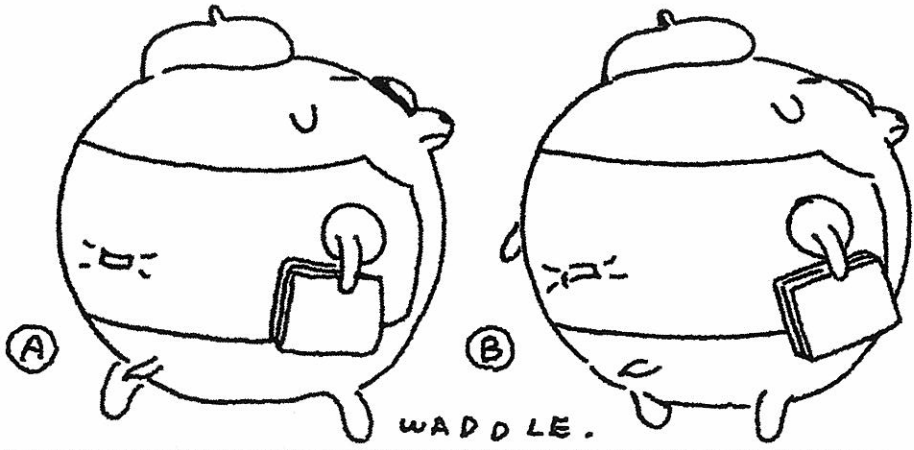


Dialog:

Ⓐ / < HOW ARE YOU T.V.? >
ⓉⓋ / ENH.

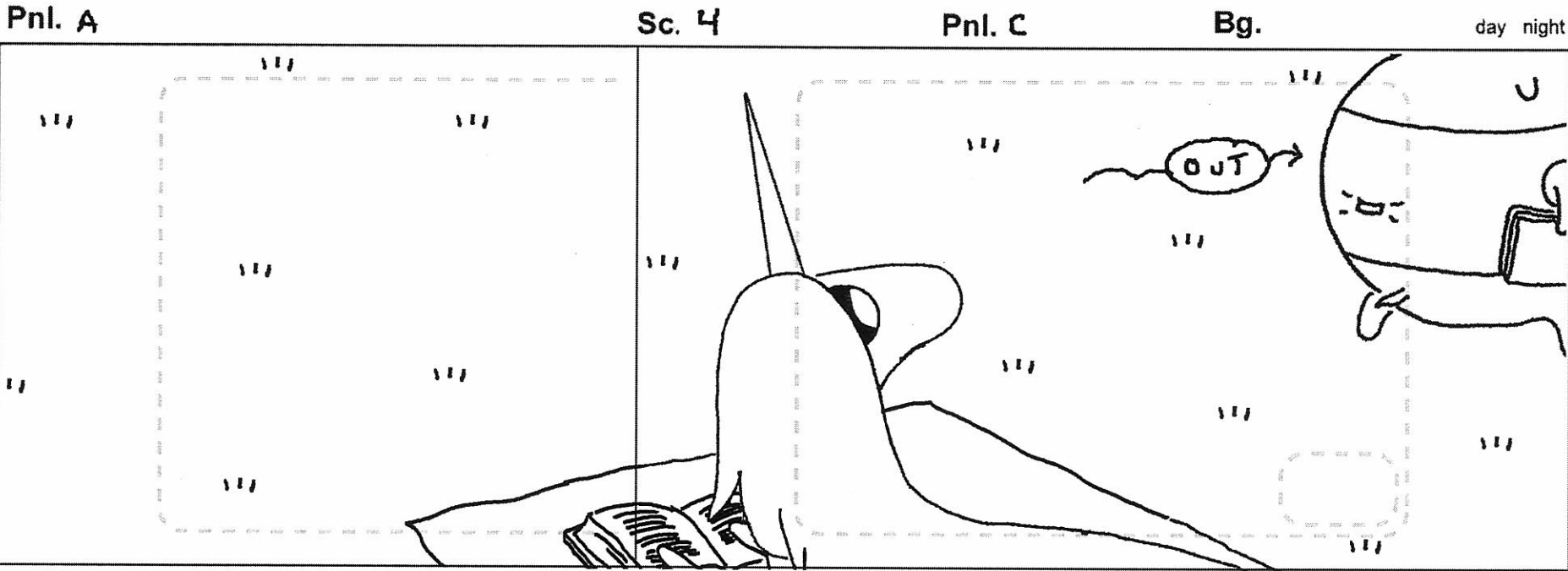
Action:

Timing:



EPISODE # 1025-173
Production :

ADVENTURE TIME



Dialog:
(TV) I'VE GOT HUNGER CRANKS
Action:
Timing:

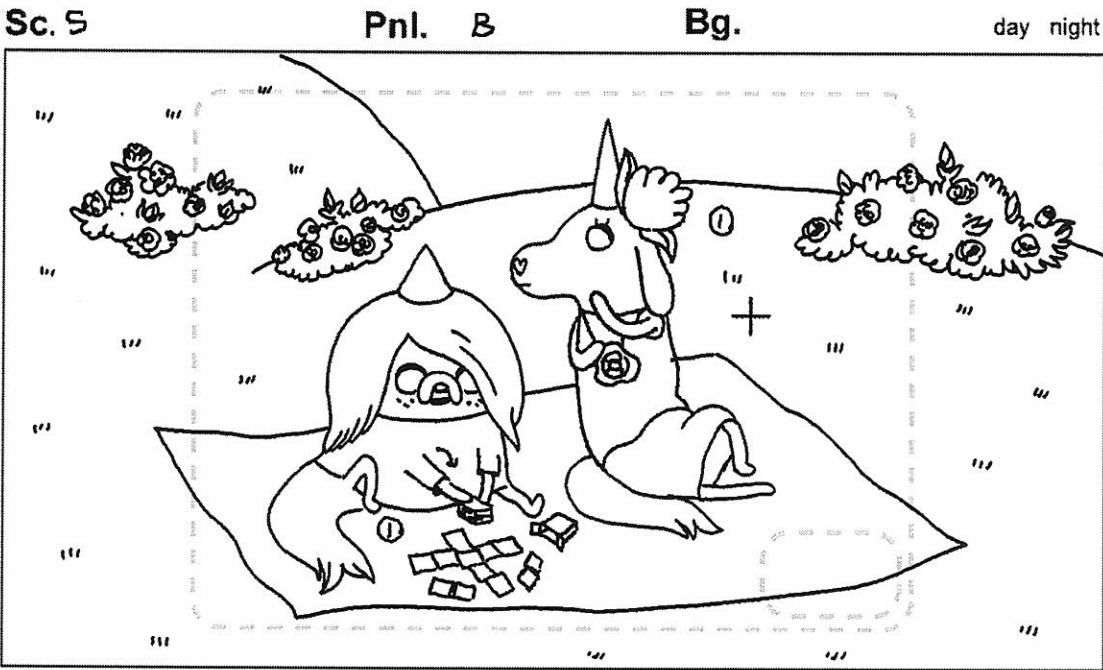
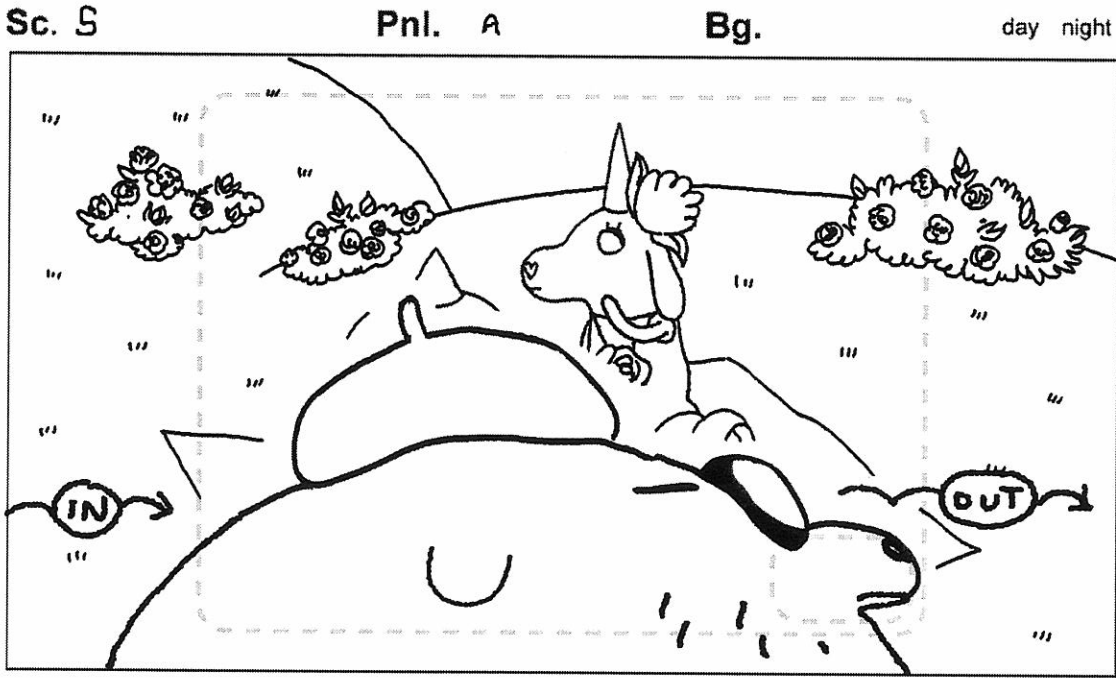
1025-173

EPISODE #

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ADVENTURE TIME



Dialog:	CHARLIE / AND THE DIRGE OF CUPS MEANS YOU'LL NEVER BE AN ACTRESS.
Action:	
Timing:	CHARLIE LAYING OUT TAROT CARDS.

1025-173

EPISODE #

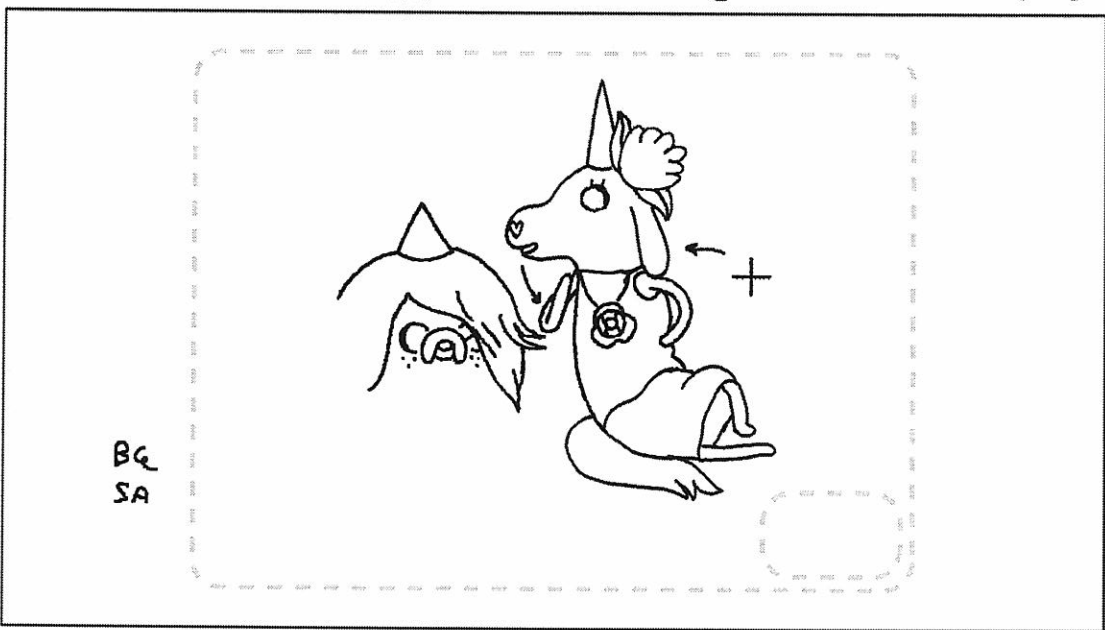
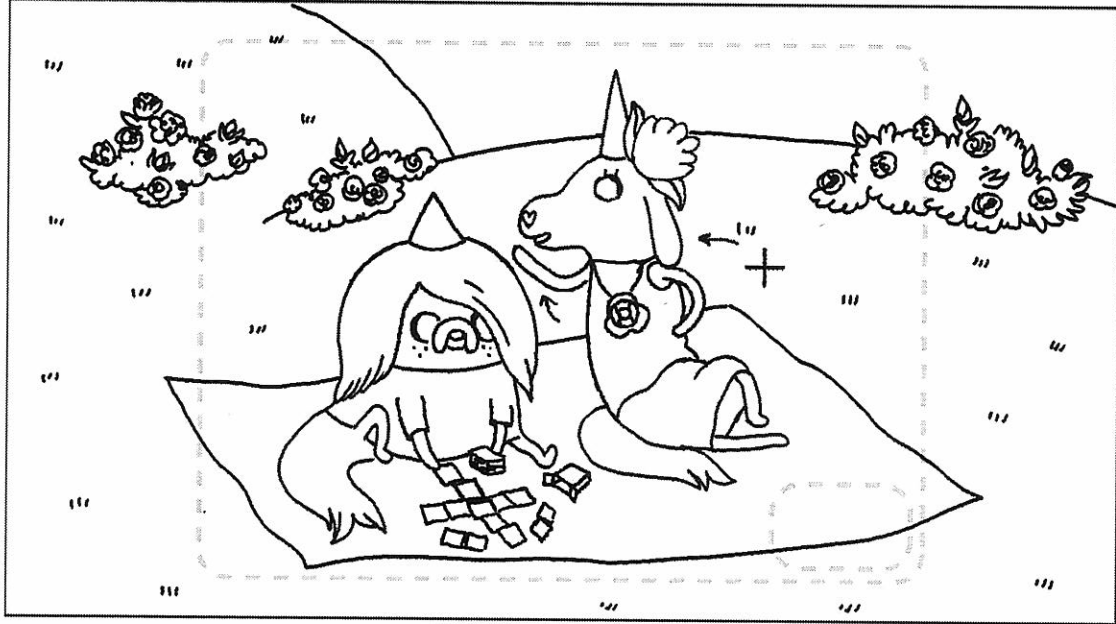
Production :

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ADVENTURE TIME



Sc. 5 Pnl. 2 Bg. day night Sc. 5 Pnl. D Bg. day night



Dialog:	(V) OH I DON'T BELIEVE -	- THAT!
Action:	ANTICS,	AND BATS CHARLIE'S HAIR.
Timing:		

1025-173
EPISODE #
Production :

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ADVENTURE TIME



CHERRY
BLOSSOM
PETALS.

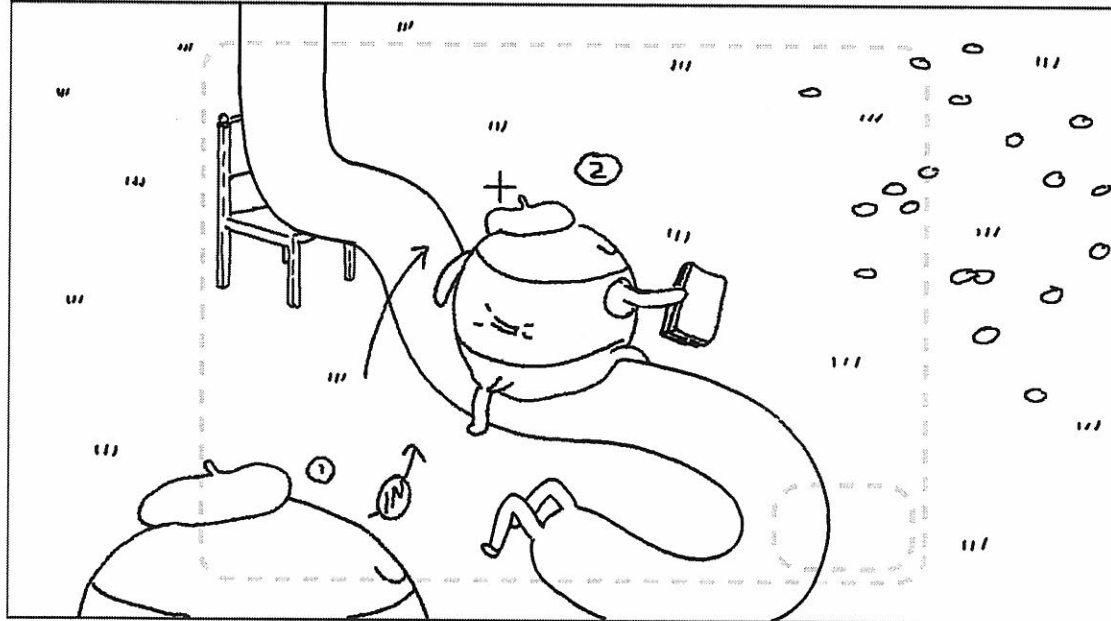
Page 13

Sc. 6

Pnl. A

Bg.

day night

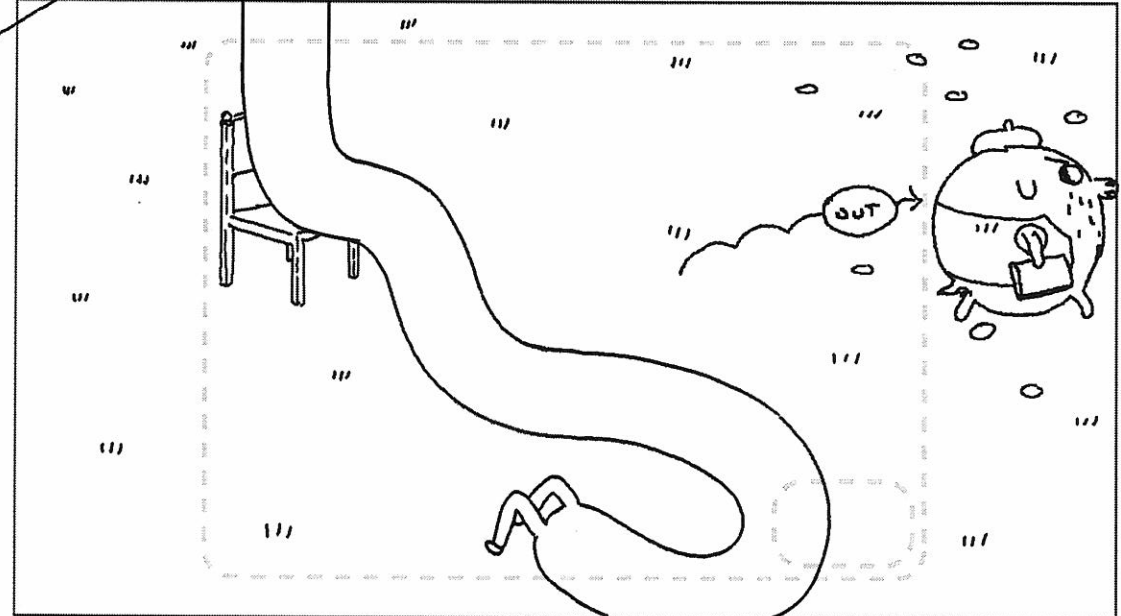


Sc. 6

Pnl. B

Bg.

day night

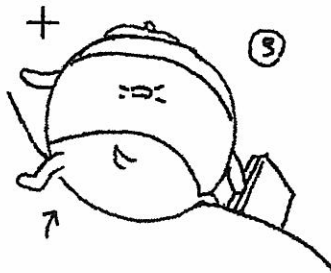


Dialog:

(TV) / KIM KIL WHAN.

Action:

CLIMBS OVER
KIM KIL WHAN



WADDLES OUT

Timing:

1025-173

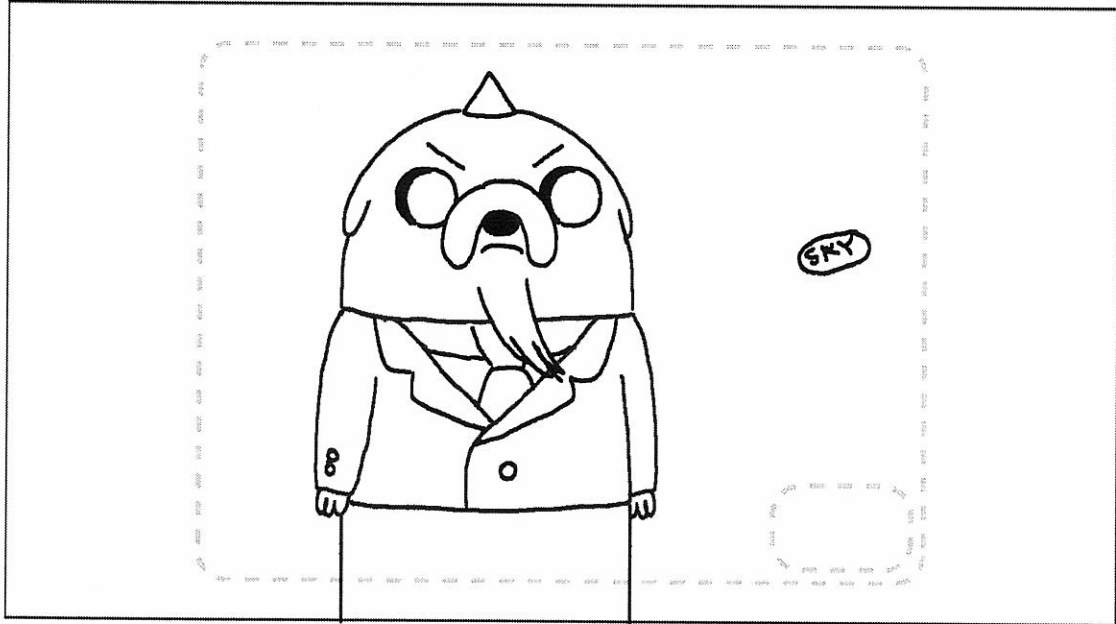
EPISODE #

Production :

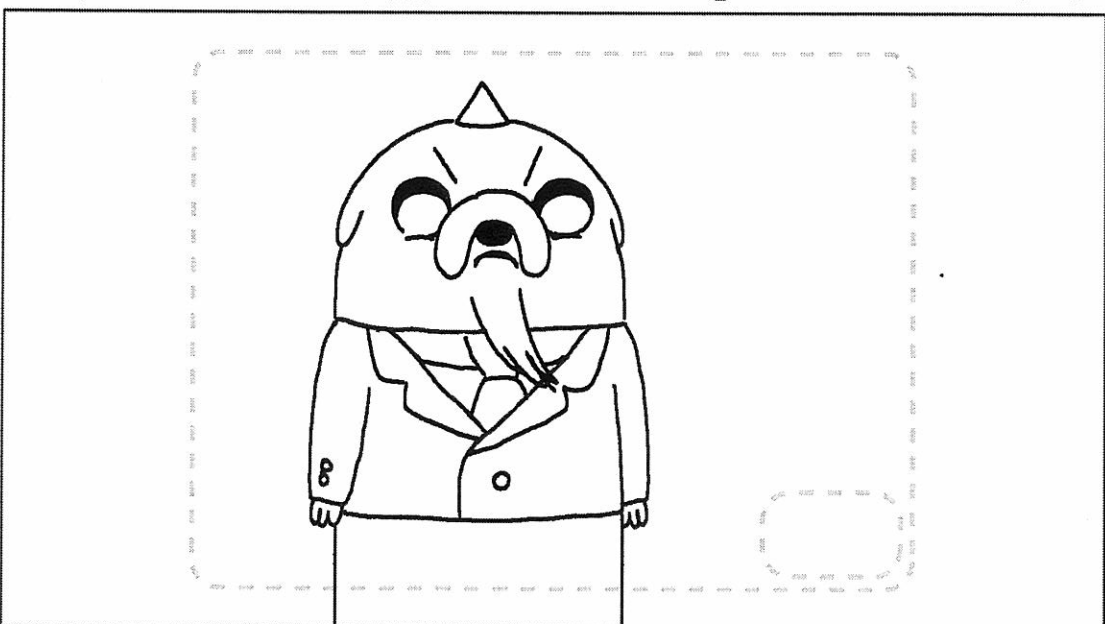
ADVENTURE TIME



Sc. 7 Pnl. A Bg. day night



Sc. 7 Pnl. B Bg. day night

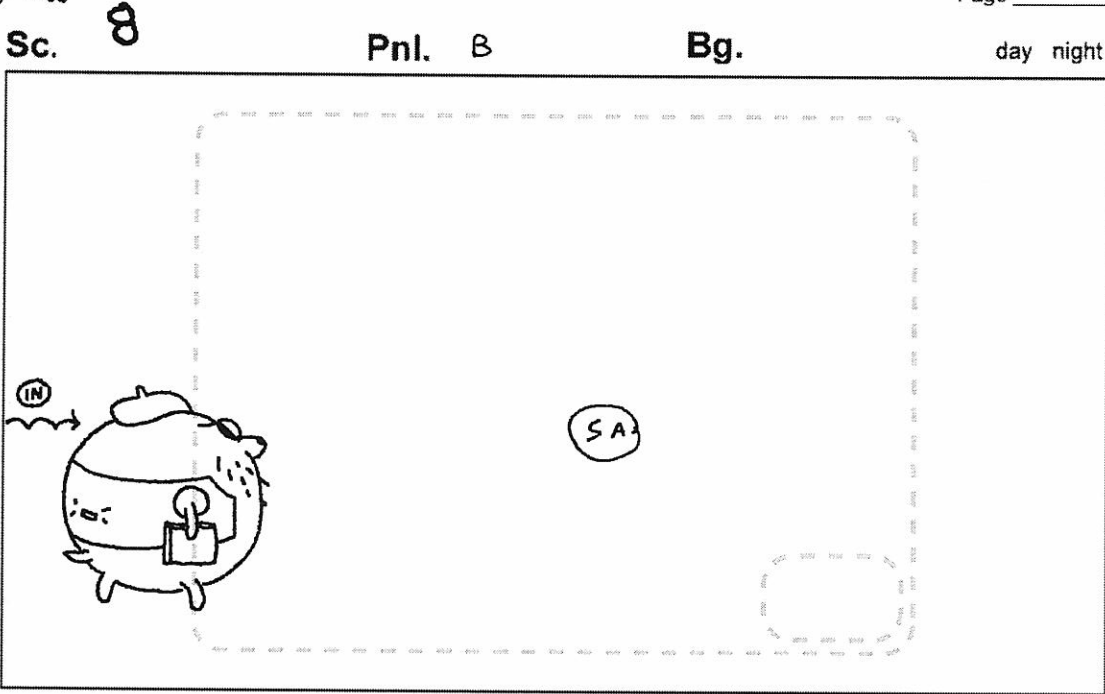
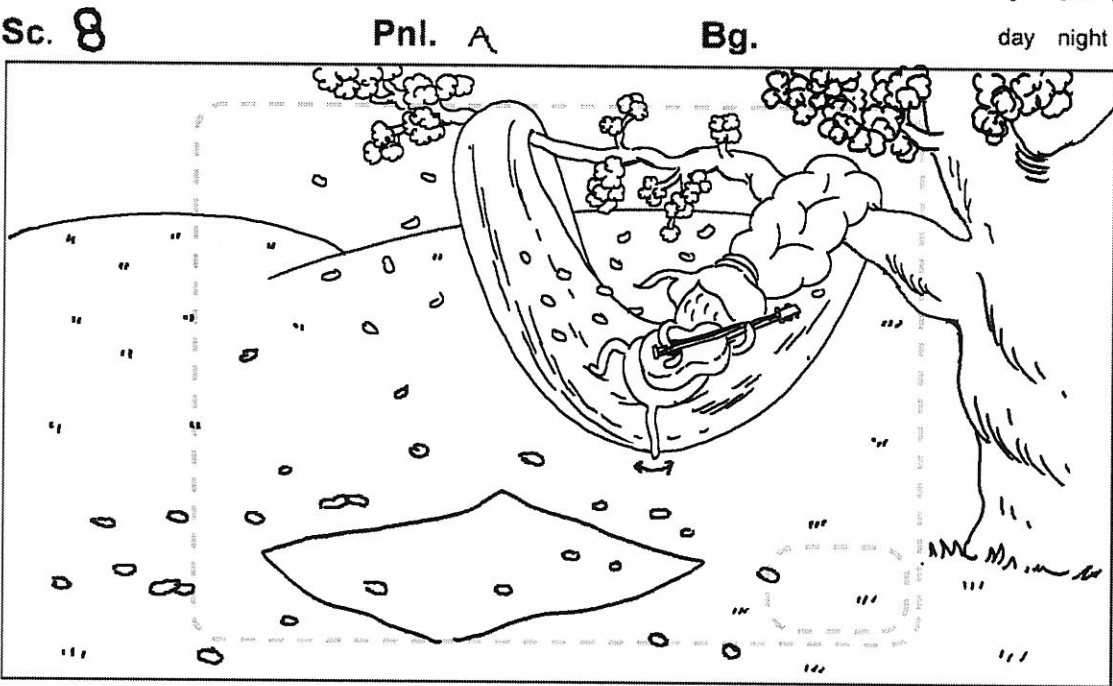


Dialog:	(KKW) / HRM!
Action:	
Timing:	

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Production :

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ADVENTURE TIME



Dialog:

(CHERRY BLOSSOMS)

PETALS FALL SLOWLY, THIS WAY

JAKE JR PLAYING GUITAR LAZILY.

JR'S LEG SWAYING SLOWLY.

T.V. WADDLES IN

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ADVENTURE TIME

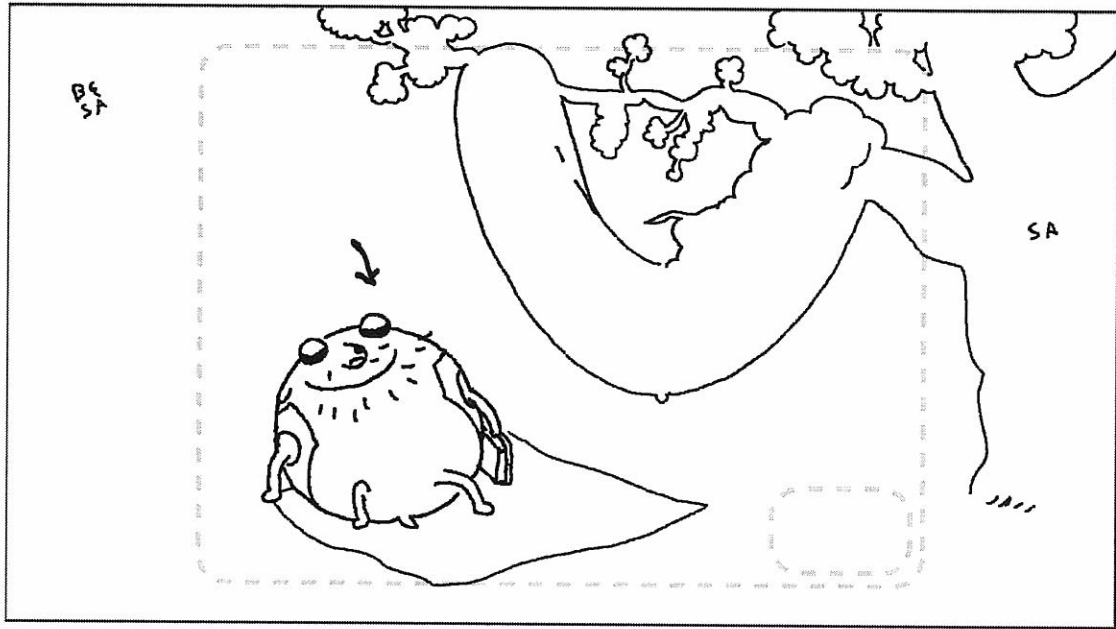


Sc. 8

Pnl. C

Bg.

day night

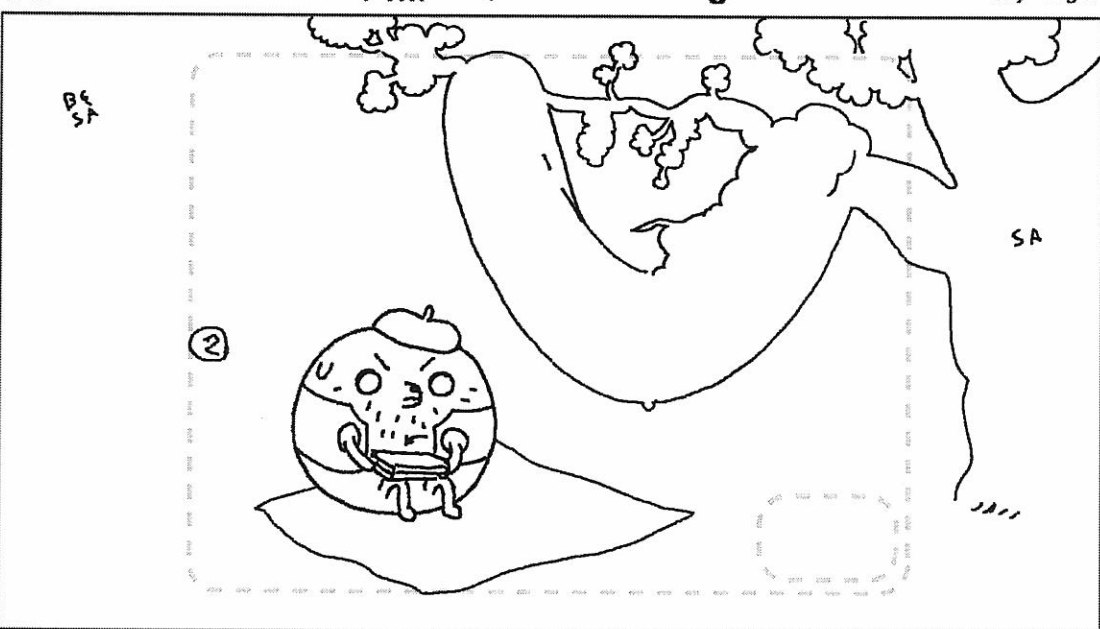



Sc. 8

Pnl. D

Bg.

day night



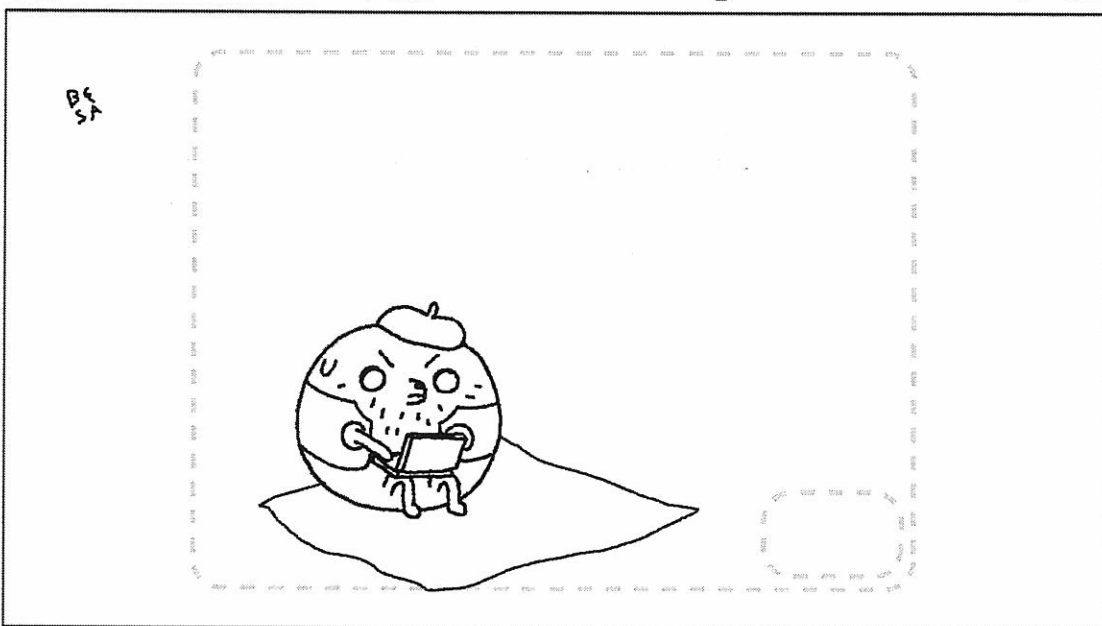
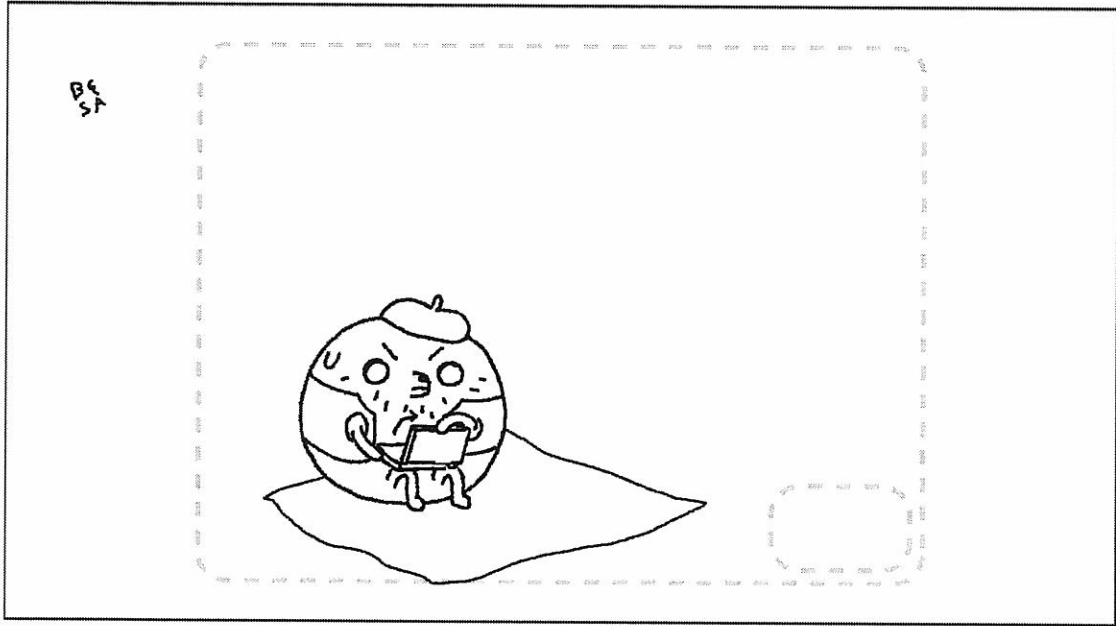
Dialog:	
Action: LOWERS HIMSELF WEIRDLY. (HAHA WHAT DOES EVERYONE THINK ABOUT THIS DRAWING. S.W.)	
Timing:	

EPISODE # 1025-173
Production :

ADVENTURE TIME



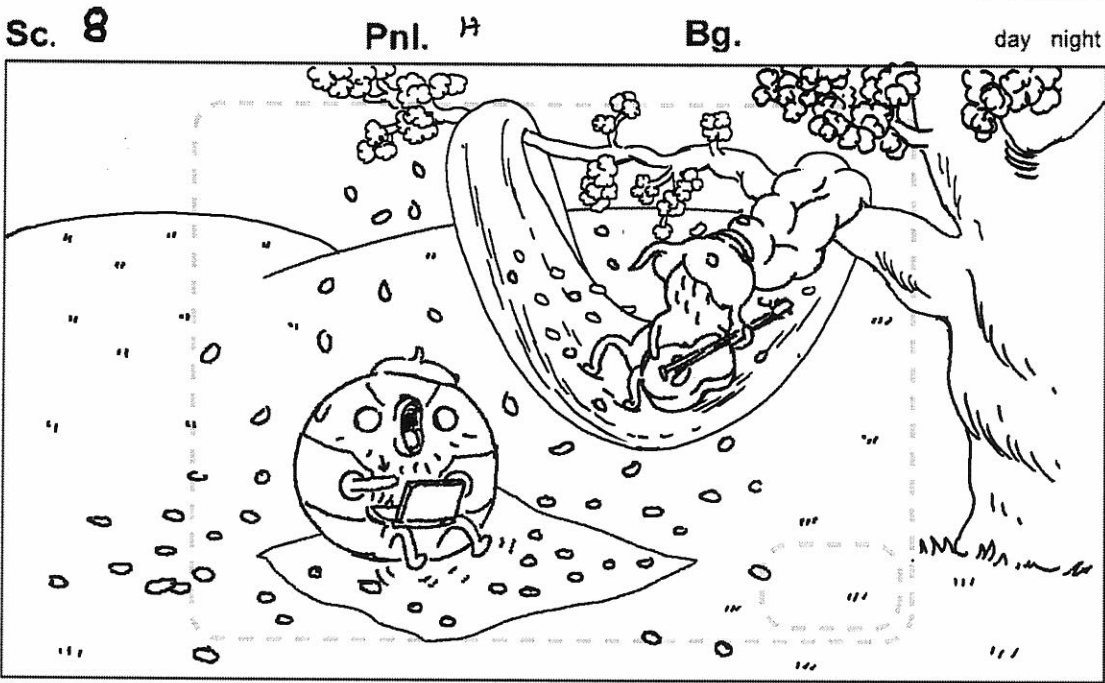
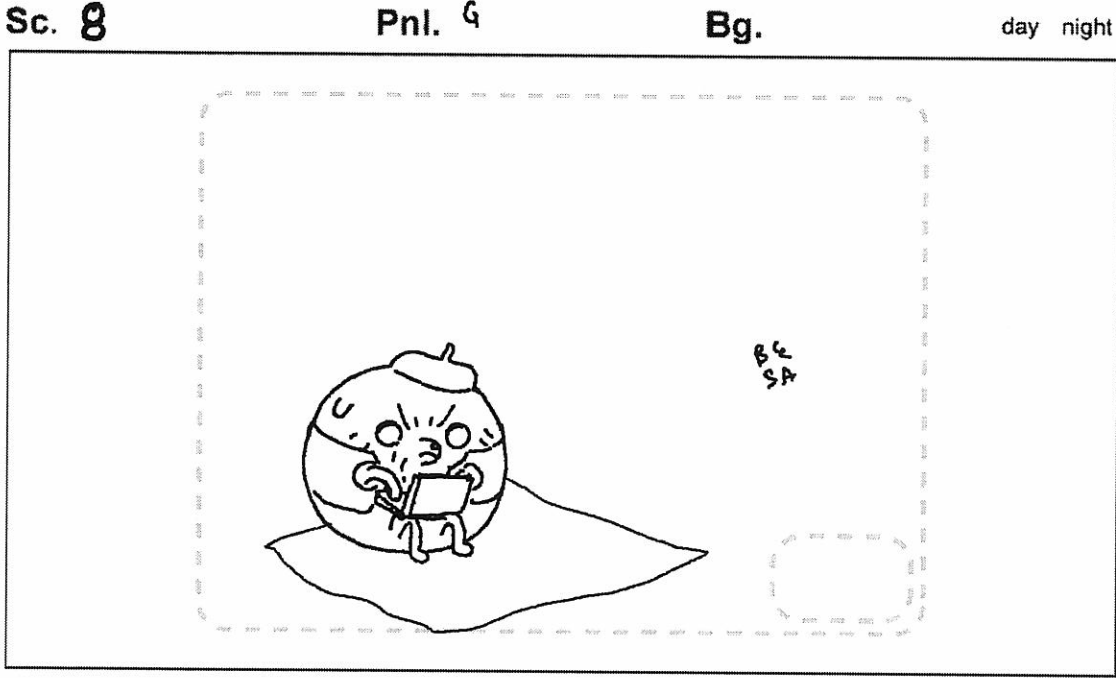
Sc. 8 Pnl. E Bg. day night Sc. 8 Pnl. F Bg. day night



Dialog:	(SFX) / = TYPING =
Action:	STARTS TYPING.
Timing:	

EPISODE # 1025-173
Production :

ADVENTURE TIME



Dialog:	(T.V.) / RRRR RRRRR RRRR RRR RAHH!! (FX) = FURIOUS TYPING	
Action:	TYPING FURIOUSLY	ROARING & KICKING. U.VR STOPS PLAYING.
Timing:		

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ADVENTURE TIME



Sc. 8

Pnl. I

Bg.

day night

Sc. 8

Pnl. J

Bg.

day night

Dialog:

(SFX) SLAP:

(TV) MOM!!!
WHEN ARE WE GOING TO EAT!?
I'M GOIN' NUTS!!!!

Action:

SLAPS HIS LAPTOP CLOSED.

Timing:

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Production :

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ADVENTURE TIME



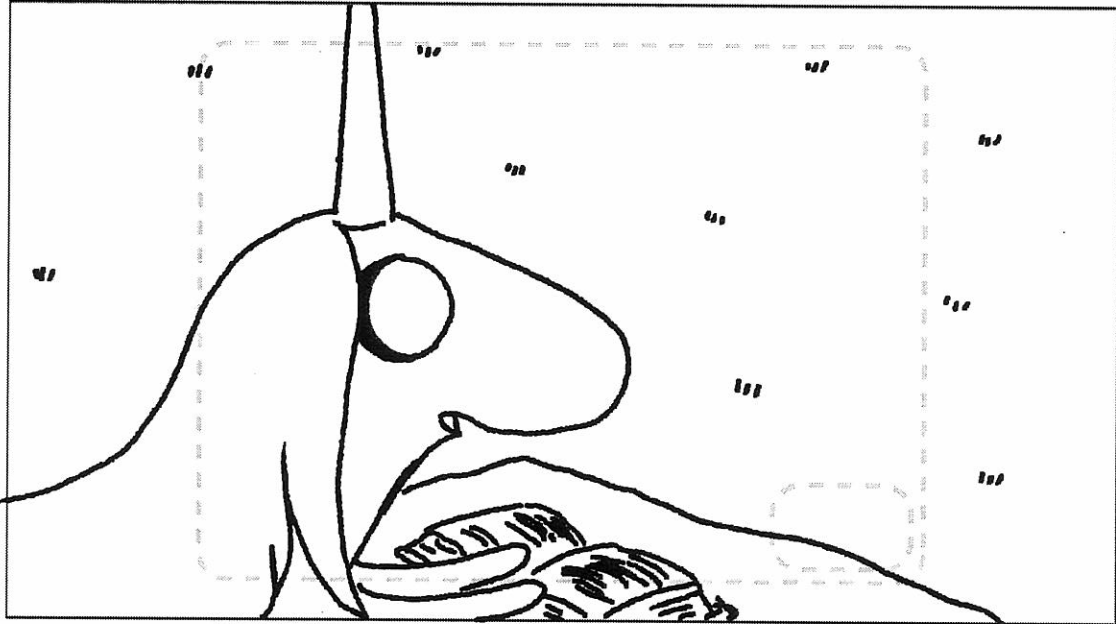
Page 20

Sc. 9

Pnl. A

Bg.

day night

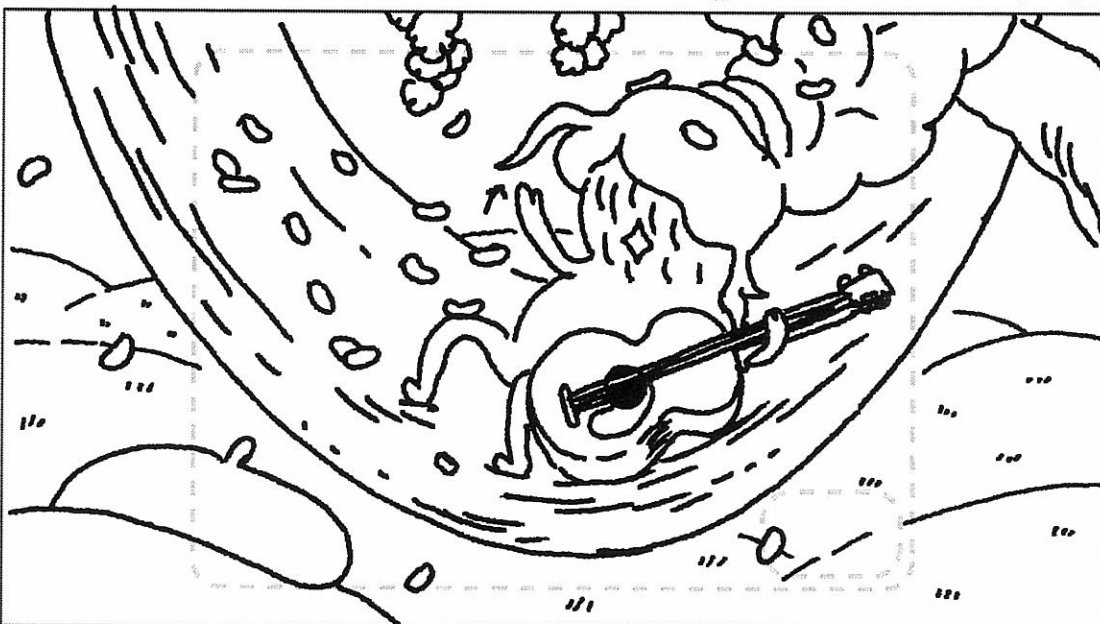


Sc. 10

Pnl. A

Bg.

day night



Dialog:

(LADY) / < LANGUAGE , T.V. >

(JR) / SERIOUSLY , MOM! DAD'S
ALREADY 3 HOURS LATE WITH
THE FOOD!

Action:

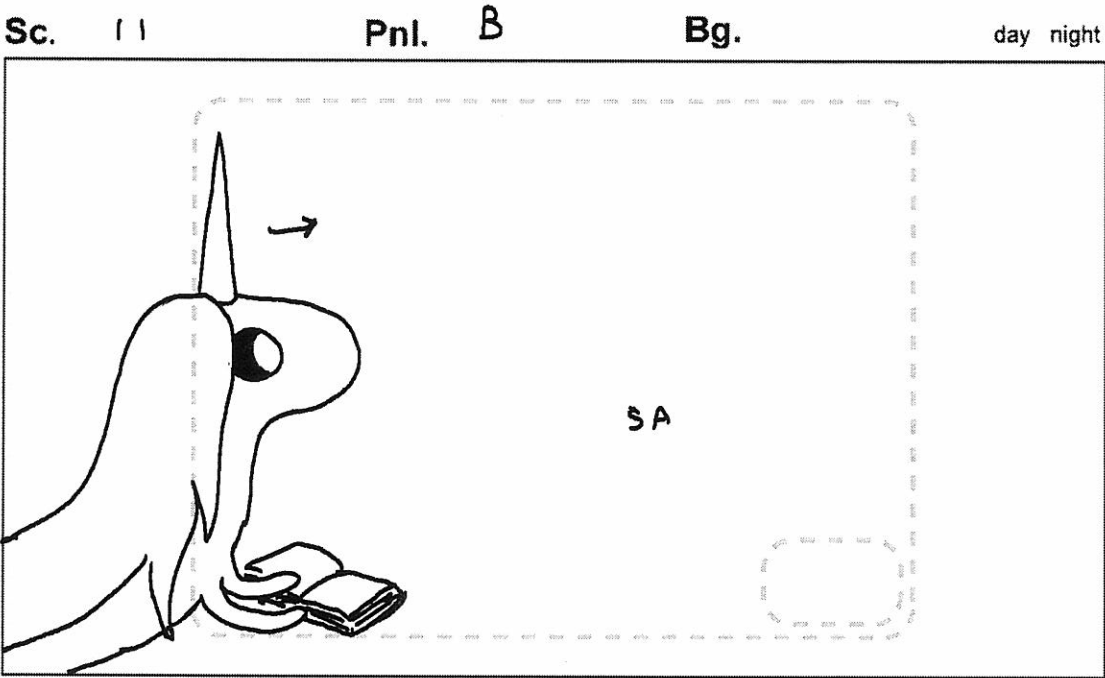
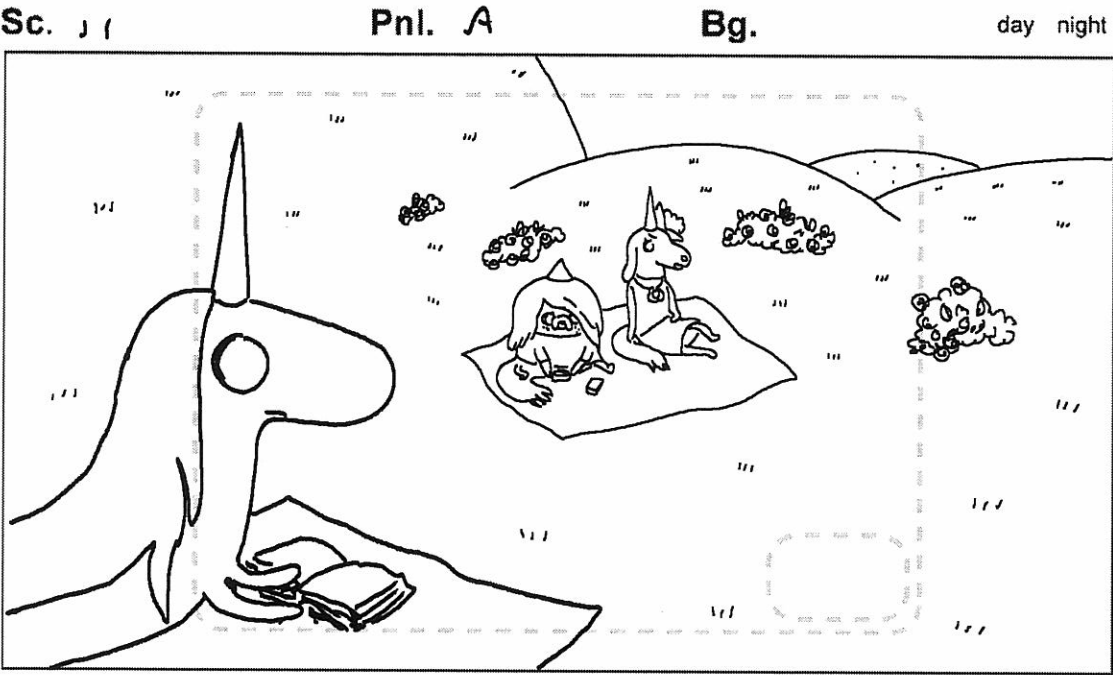
CHERRY BLOSSOM
PETALS.

Timing:

EPISODE # 1025-173
Production :

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ADVENTURE TIME



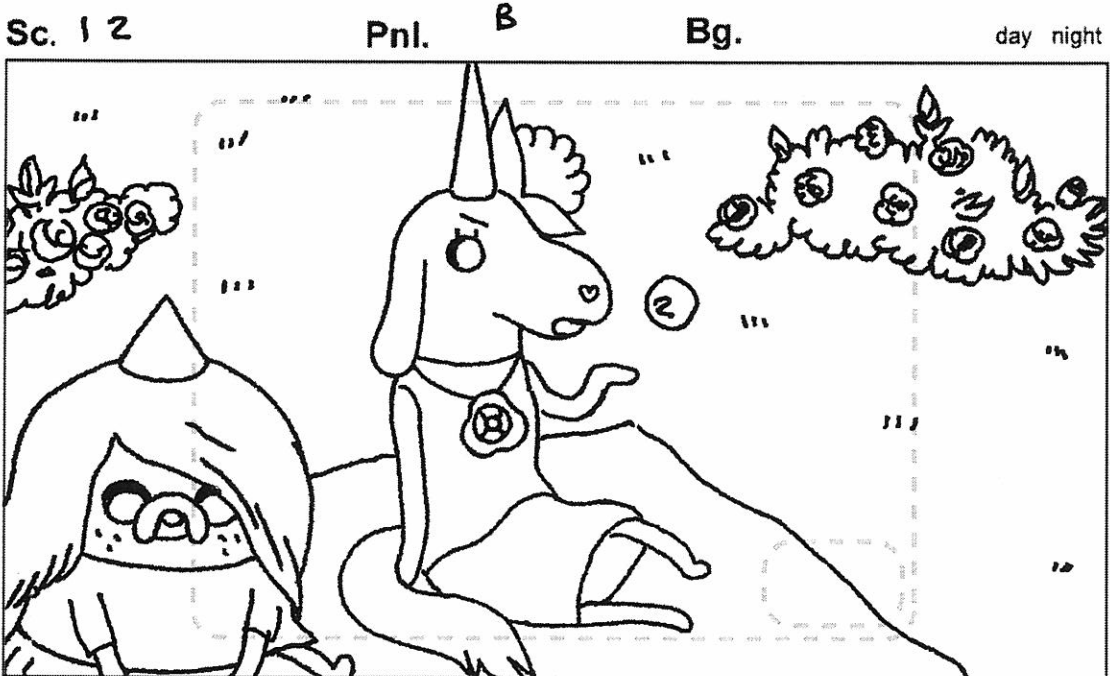
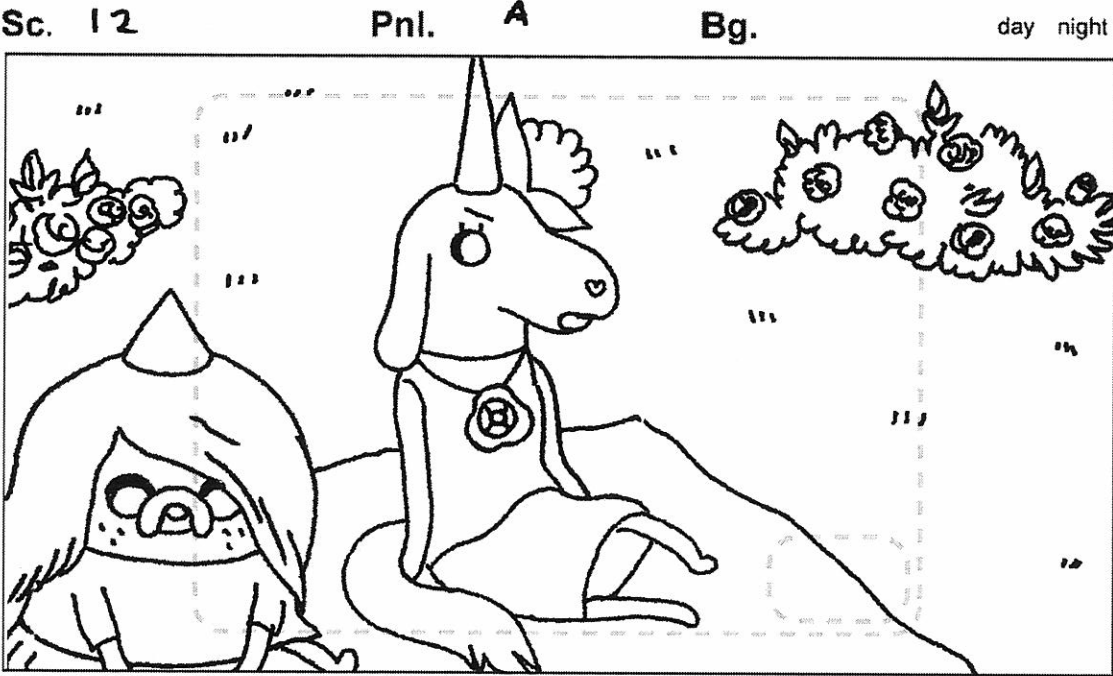
Dialog:
VIOLA/ YOU HUSH, JUNIOR.
Action:
Timing:

Production :

EPISODE #

1025-173

ADVENTURE TIME

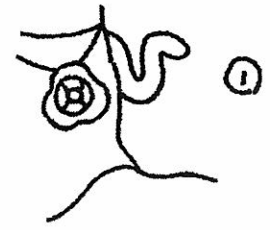


Dialog:

①/ YOU KNOW DAD'S A WONDERFUL COOK. HE'S

Action:

Timing:



EPISODE # 1025-173

Production :

ADVENTURE TIME



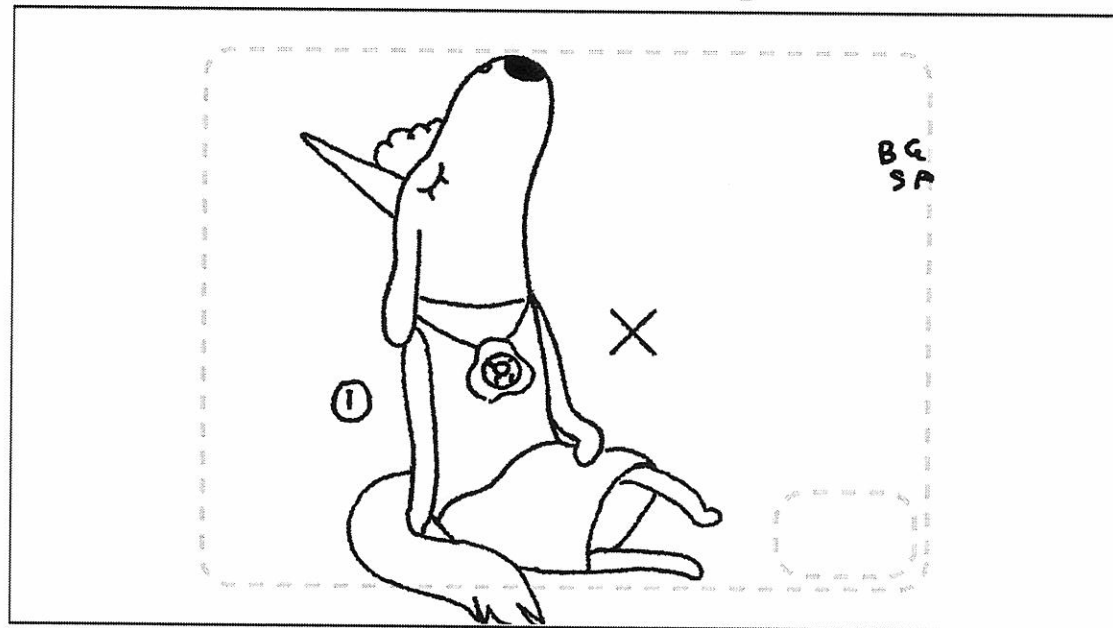
Page 23

Sc. 12

Pnl. L

Bg.

day night

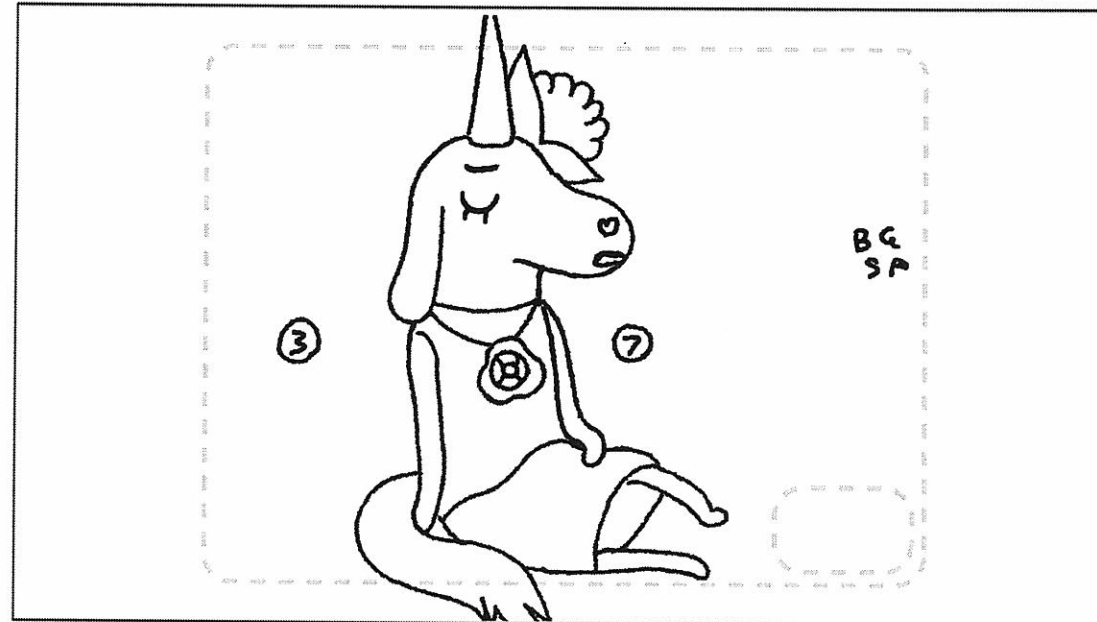


Sc. 12

Pnl. D

Bg.

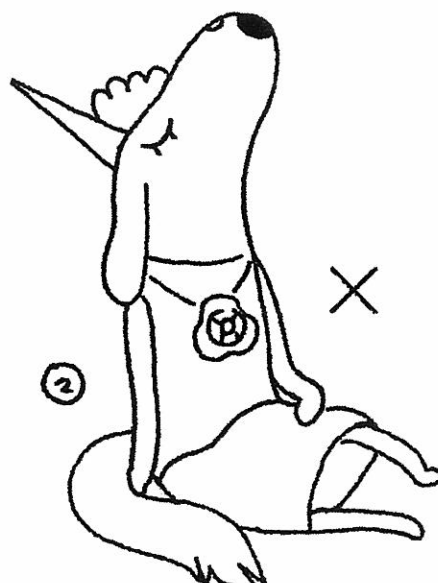
day night



Dialog:

Action:

Timing:



⑤ (CONT)

BEAUTIFUL!

① ② ① ②

③

EPISODE # 1025-173

Production :

ADVENTURE TIME

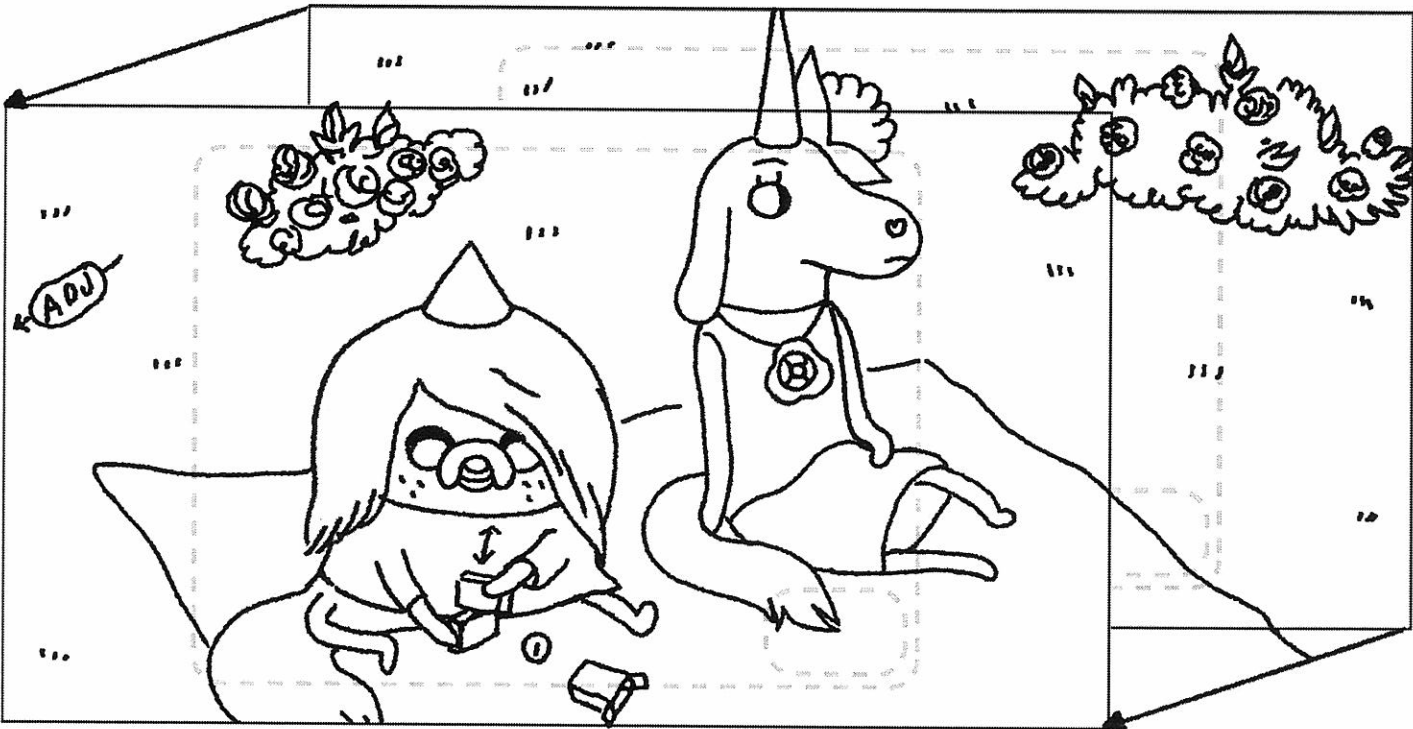


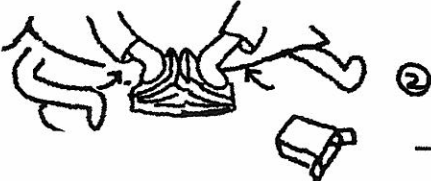
Sc. 12

Pnl. E

Bg.

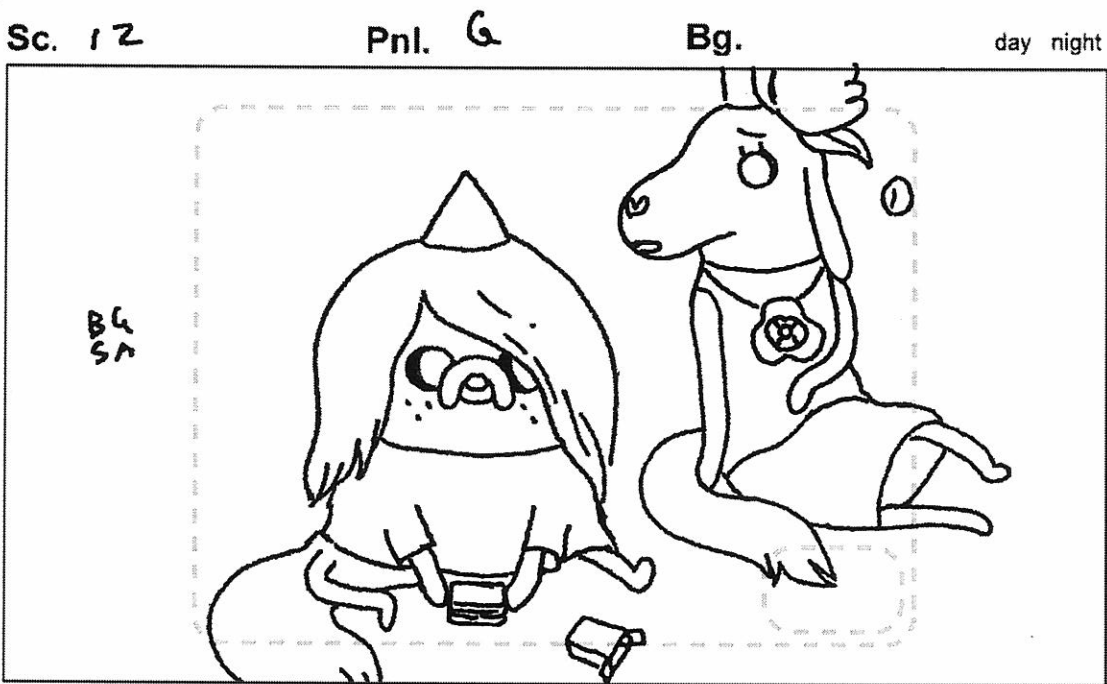
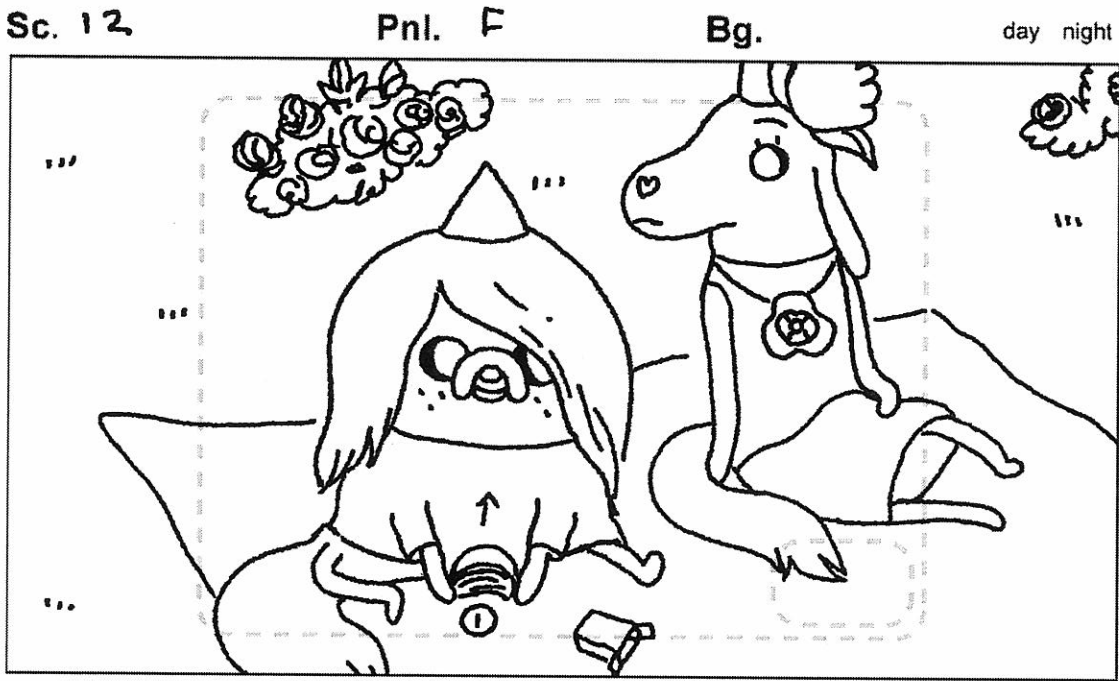
day night



Dialog:	(CHARLIE) / HEH, VIOLA, WHEN'S THE -	
Action:		① TAPS CARDS ② FIRST HALF OF A RIFFLE SHUFFLE.
Timing:		

Production :

ADVENTURE TIME



Dialog:

④/ (cont.) - LAST TIME YOU'VE HEARD FROM DAD?

⑤/ OW YOU KNOW THAT DAD IS ...

Action:

① SECOND HALF OF A RIFFLE SHUFFLE.

Timing:

②

CAN'T FIND AN APPROPRIATE WORD

②

EPISODE # 1025-173

Production :

ADVENTURE TIME

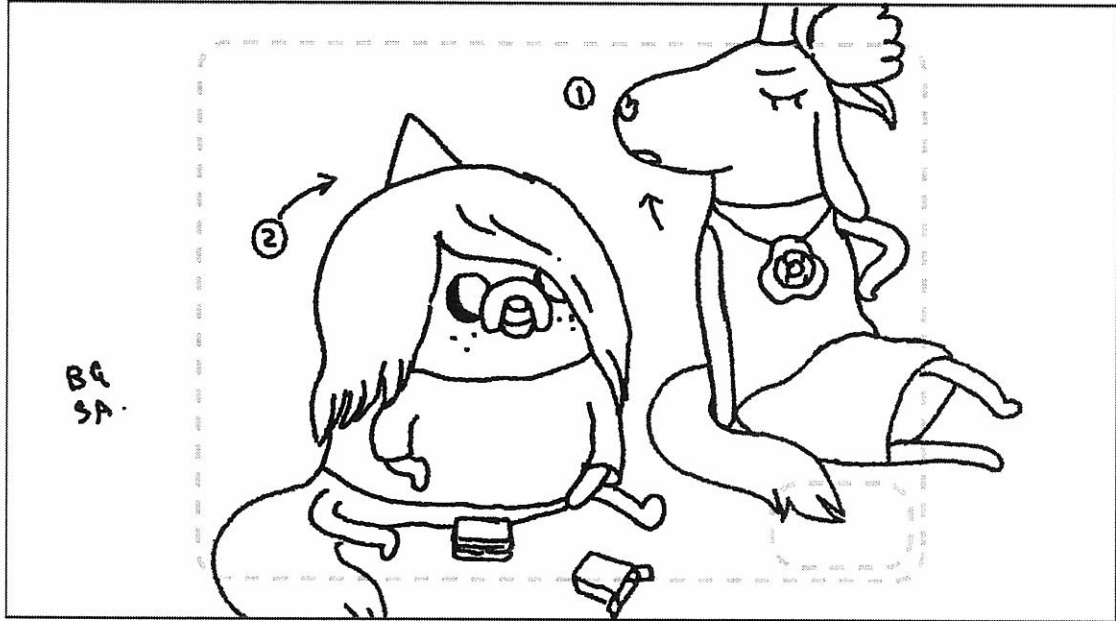


Sc. 12

Pnl. H

Bg.

day night

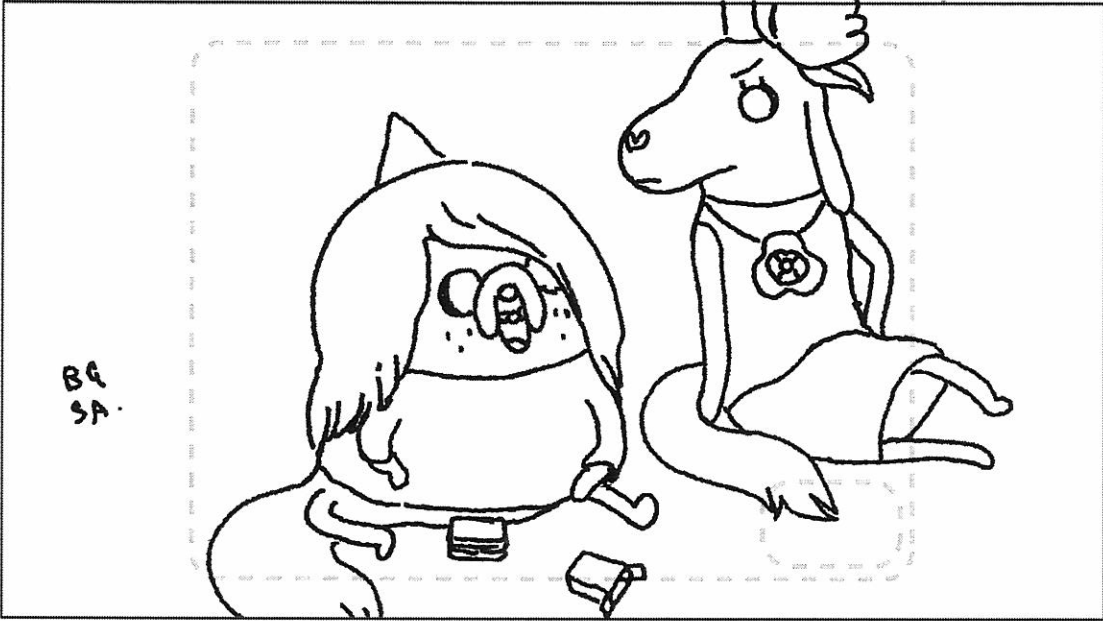


Sc. 12

Pnl. I

Bg.

day night



Dialog:	
① (CONT) ... DISTRACTABLE.	②H/ DISTRACTABLE!!
Action:	
Timing:	

EPISODE # 1025-173
Production :

ADVENTURE TIME



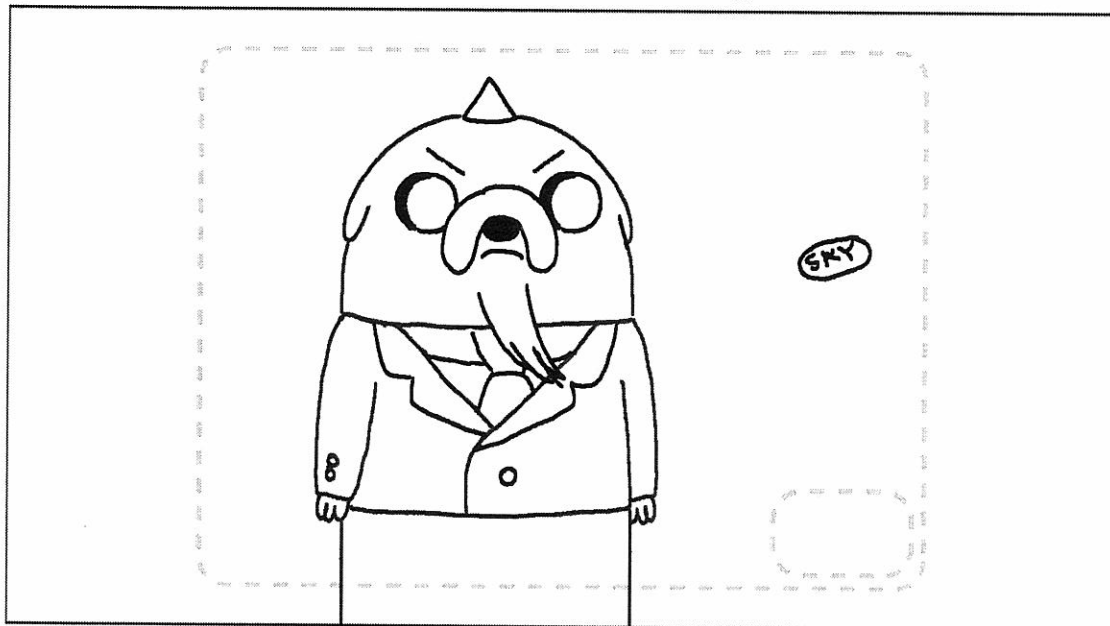
Page **27**

Sc. 13

Pnl. **A**

Bg.

day night

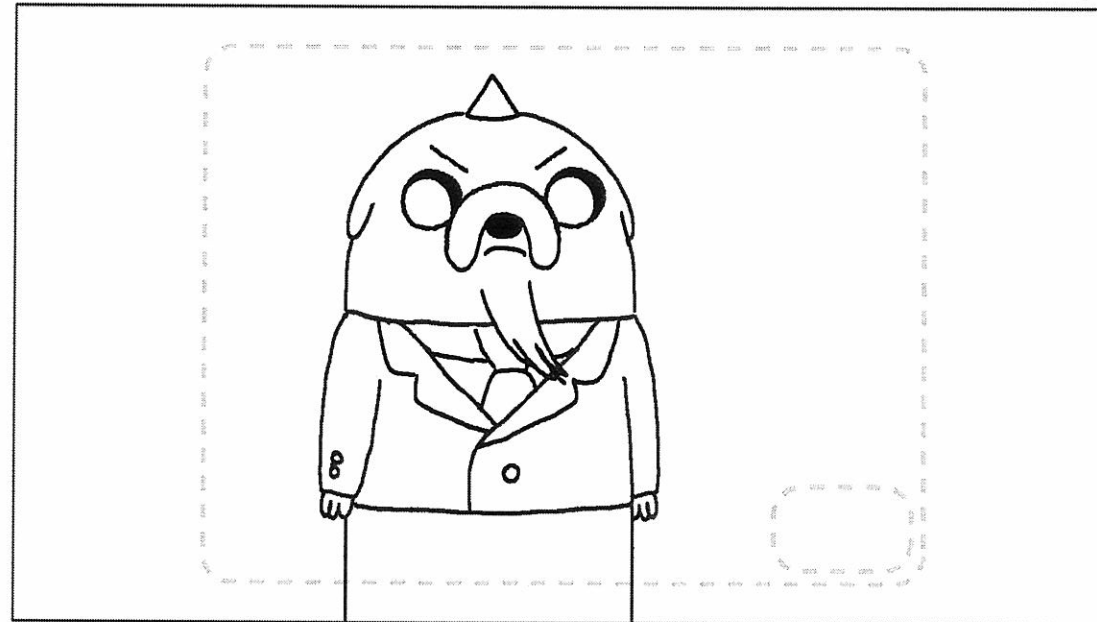


Sc. 13

Pnl. **B**

Bg.

day night



Dialog:

(LH) / (os.) I LOVE DAD AND EVERYTHING BUT HE'S ONLY EVER MET ME TWICE!

Action:

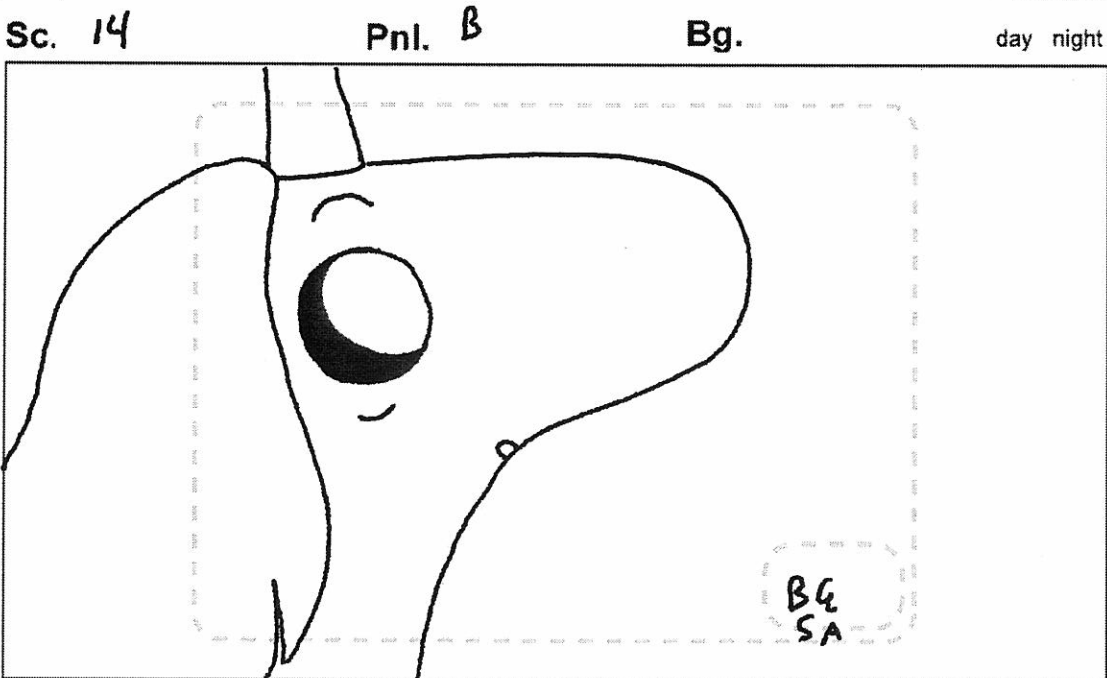
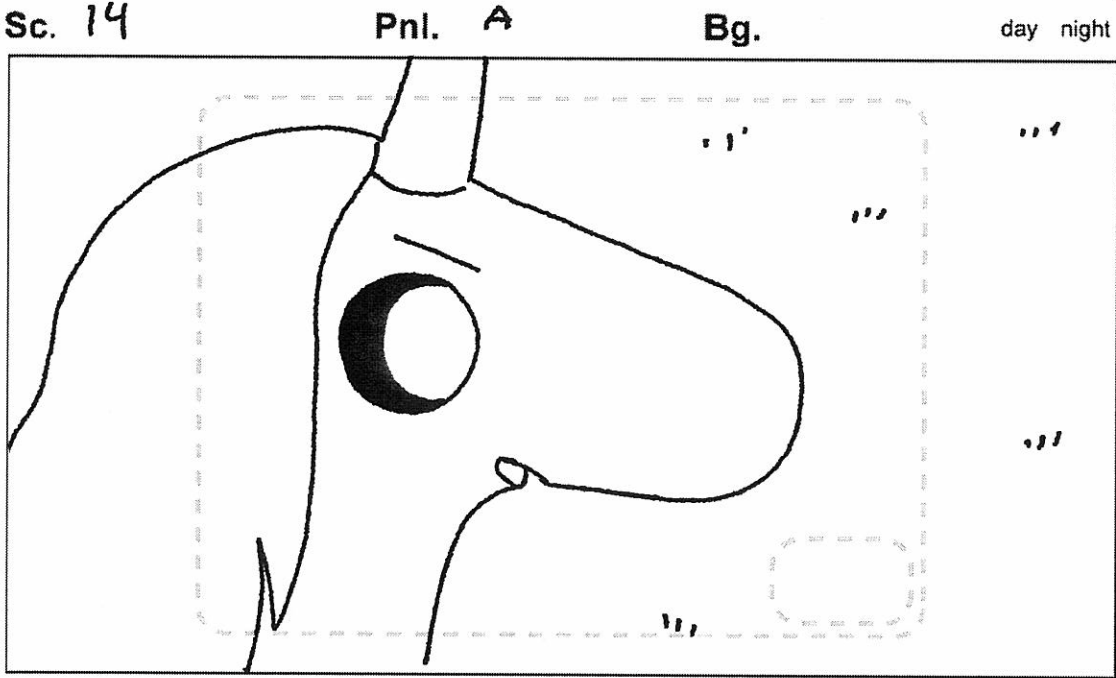
Timing:

Production :

EPISODE #

1025-173

ADVENTURE TIME



Dialog: (L) / < CHARLIE, VIOLA, TV, JAKE JR. KIM
KIL WAHN, PLEASE. YOUR FATHER
IS SO EXCITED TO SEE YOU AND
I'M SURE HE'LL BE HERE SOON->
(SFX) / = GROWING SOUND OF A BOMB DROP =

Action:

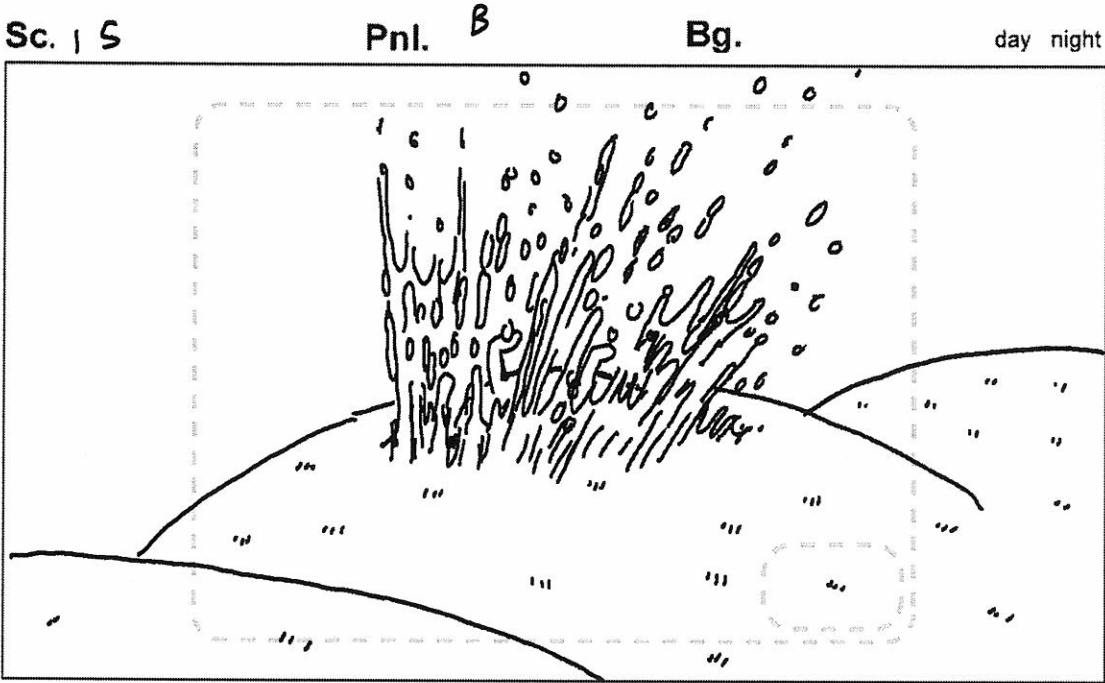
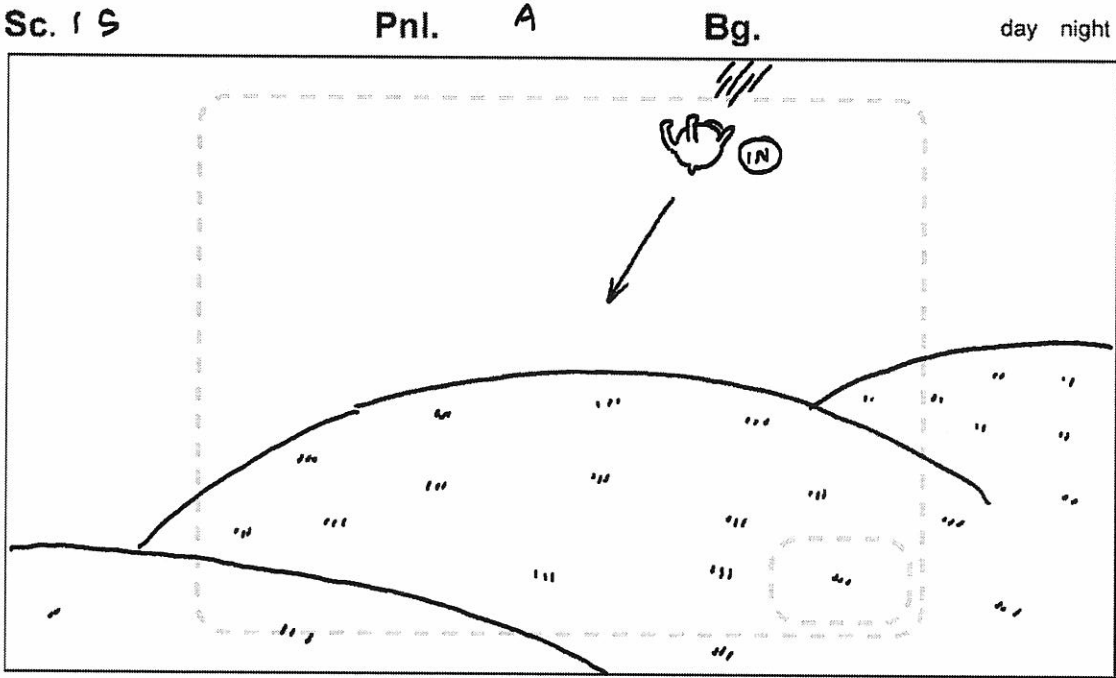
Timing:

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ADVENTURE TIME



Dialog:	
Action:	
Timing:	

1025-173

EPISODE #

Production :



ADVENTURE TIME



Page 30

Sc. 15

Pnl. c

Bg.

Dialog:

(SFX) / RUMBLE THROUGHOUT

Action:

Timing:

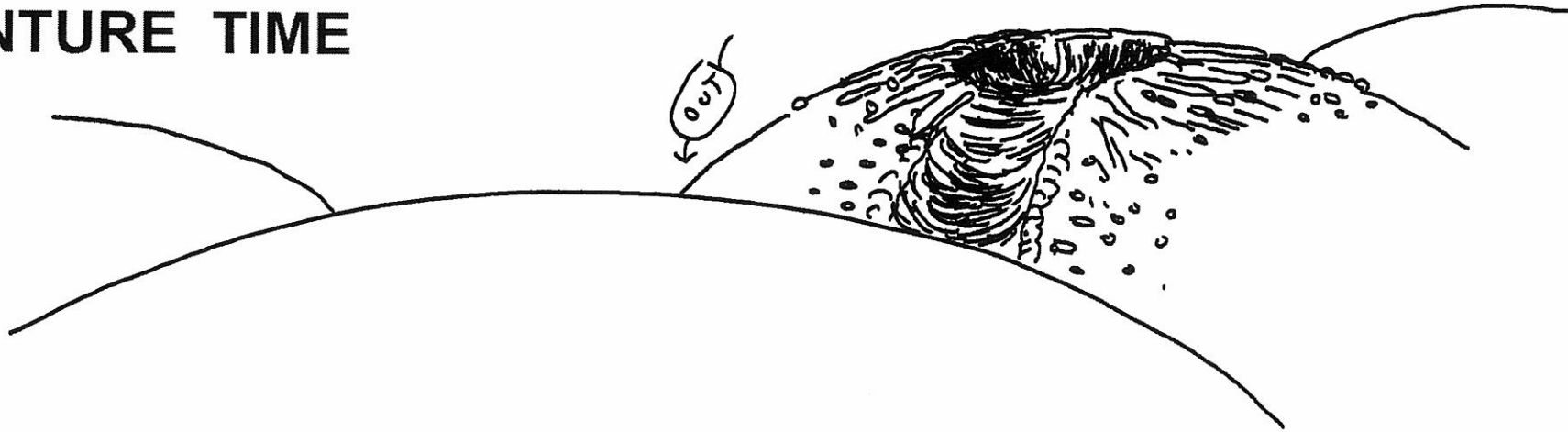
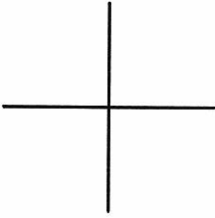
1025-173

EPISODE #

Production :



ADVENTURE TIME



Sc. 15

Pnl. 0

Bg.

Dialog:
Action:
Timing:

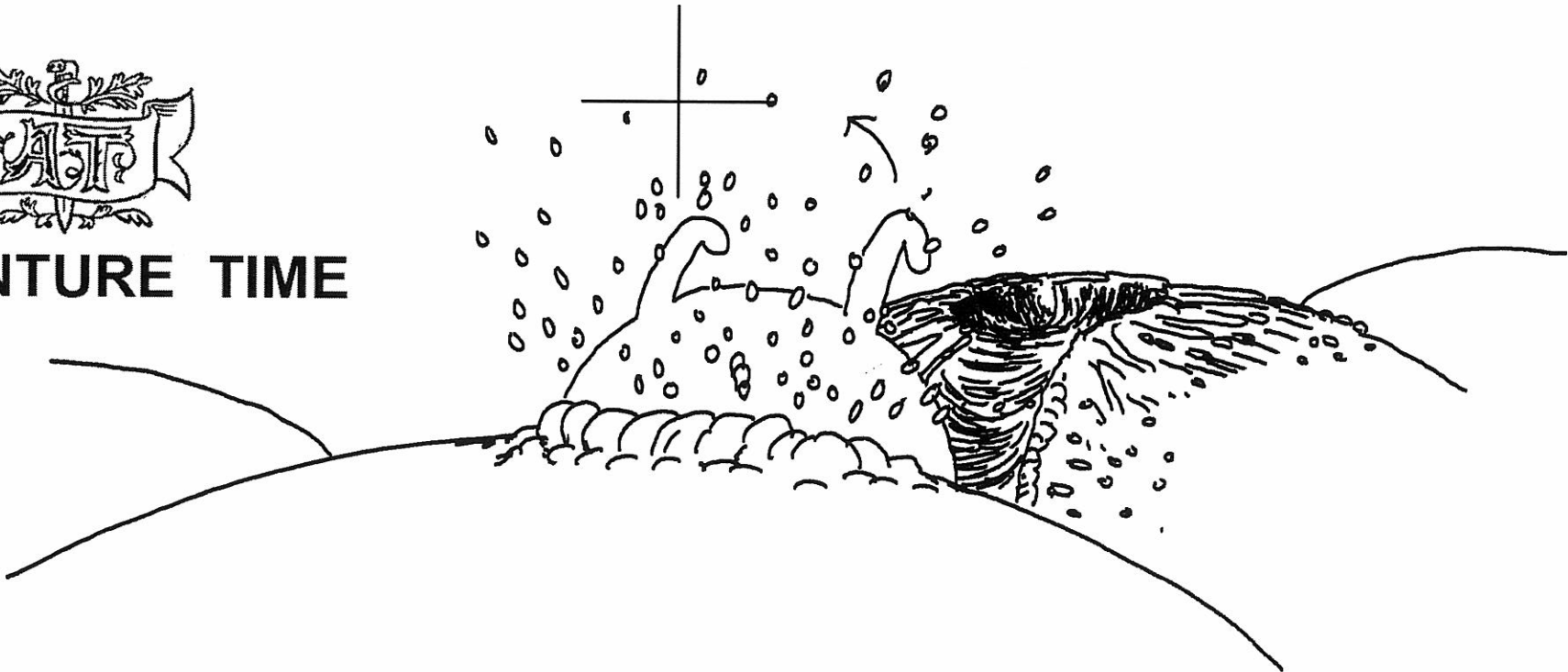
1025-173

EPISODE #

Production :



ADVENTURE TIME



Sc. 15

Pnl. E

Bg.

Dialog:
Action: <p>OVER THE HILL.</p>
Timing:

EPISODE # 1025-173

Production :



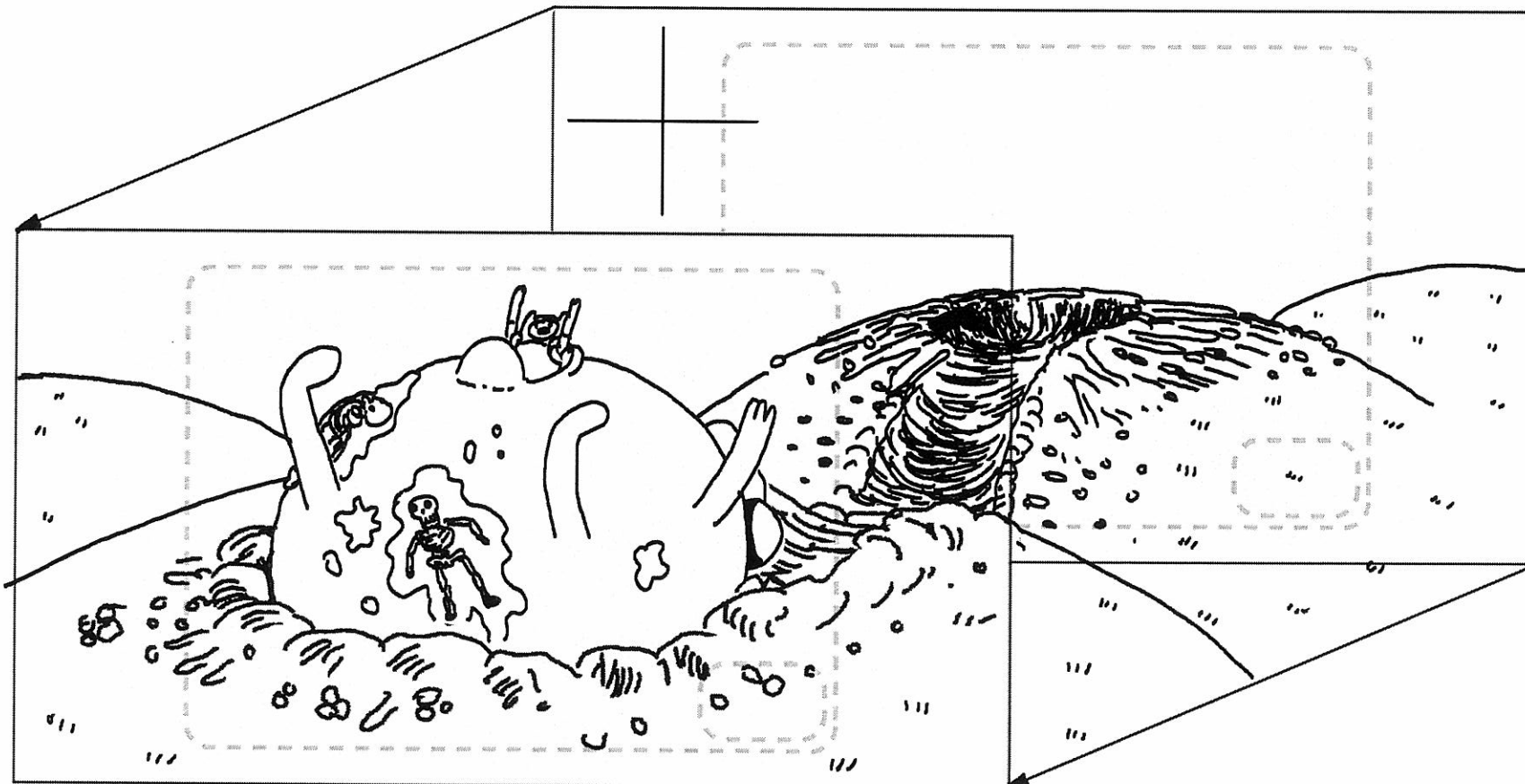
ADVENTURE TIME

Sc. 15

Pnl. F

Bg.

day night



Page 33

Dialog:

Action:

S L O W S T O A H A L T .

Timing:

Production :

EPISODE #

1025-173

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ADVENTURE TIME



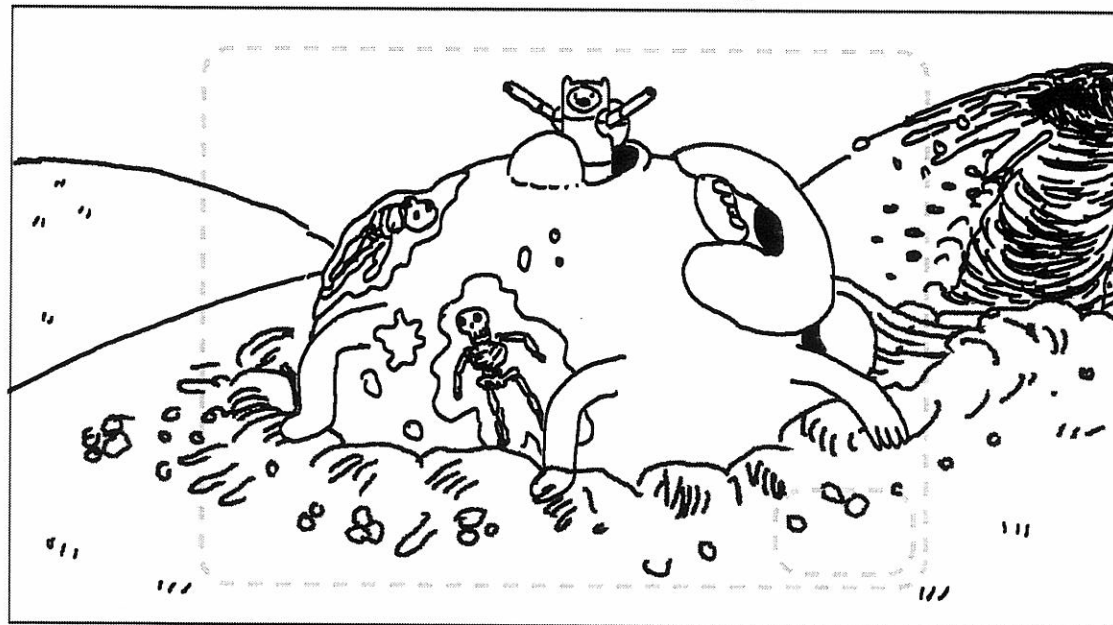
Page 34

Sc. 15

Pnl. G

Bg.

day night

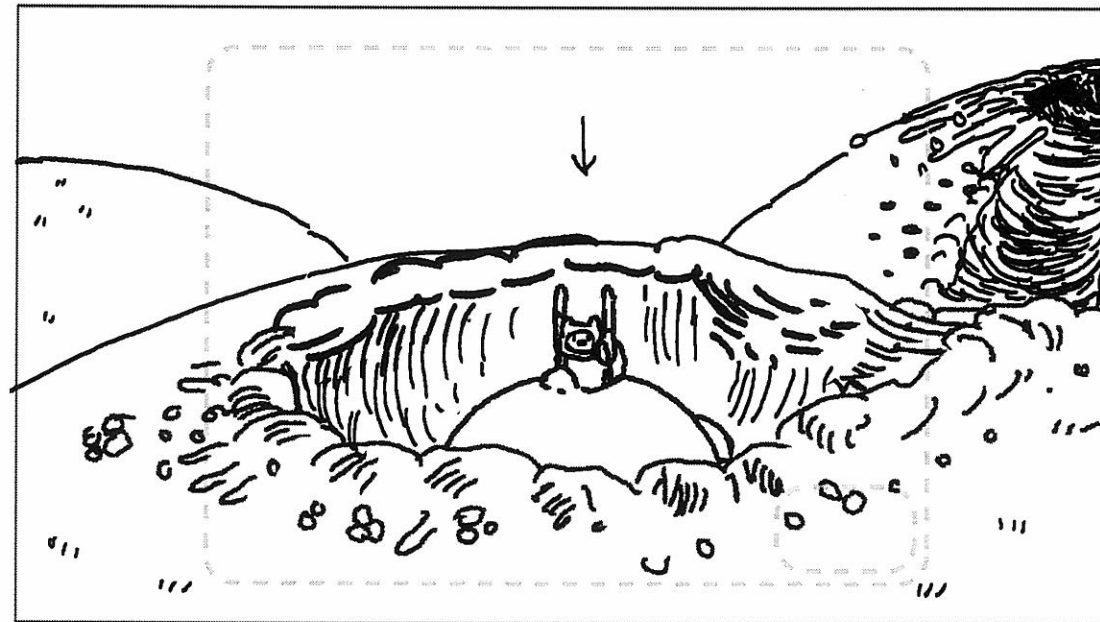


Sc. 15

Pnl. H

Bg.

day night



Dialog:

(F+J) / E LAUGHING E WOO! HA! HA! WHAA! WOO WOO WOO! HAAA!

Action:

WET SKELETONS
STUCK TO JAKE'S BOB.

Timing:

1U25-173

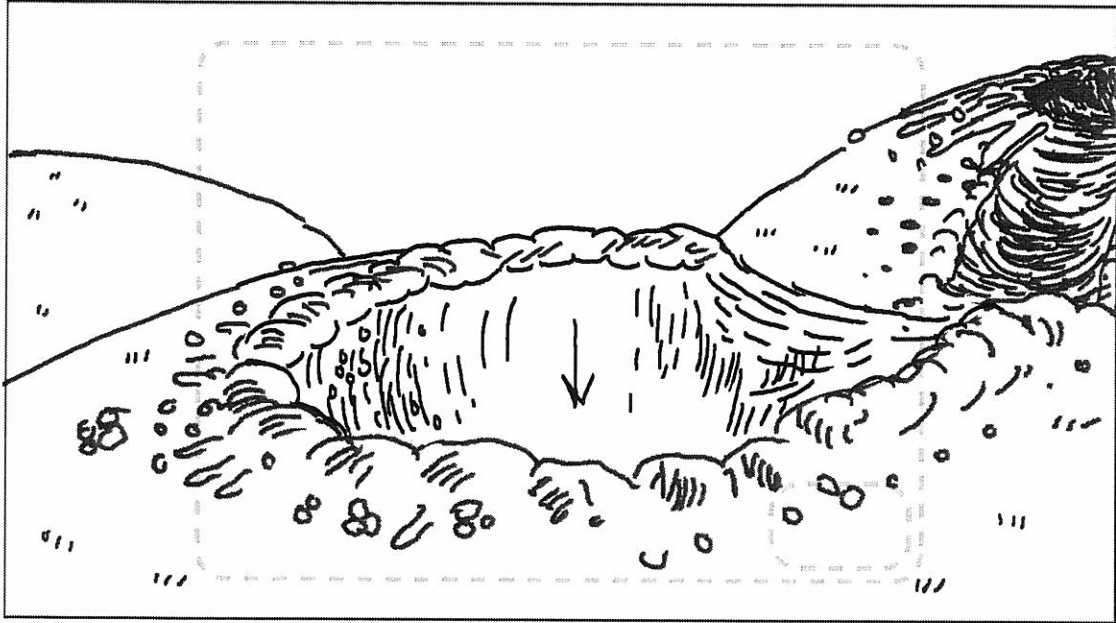
EPISODE #

Production :

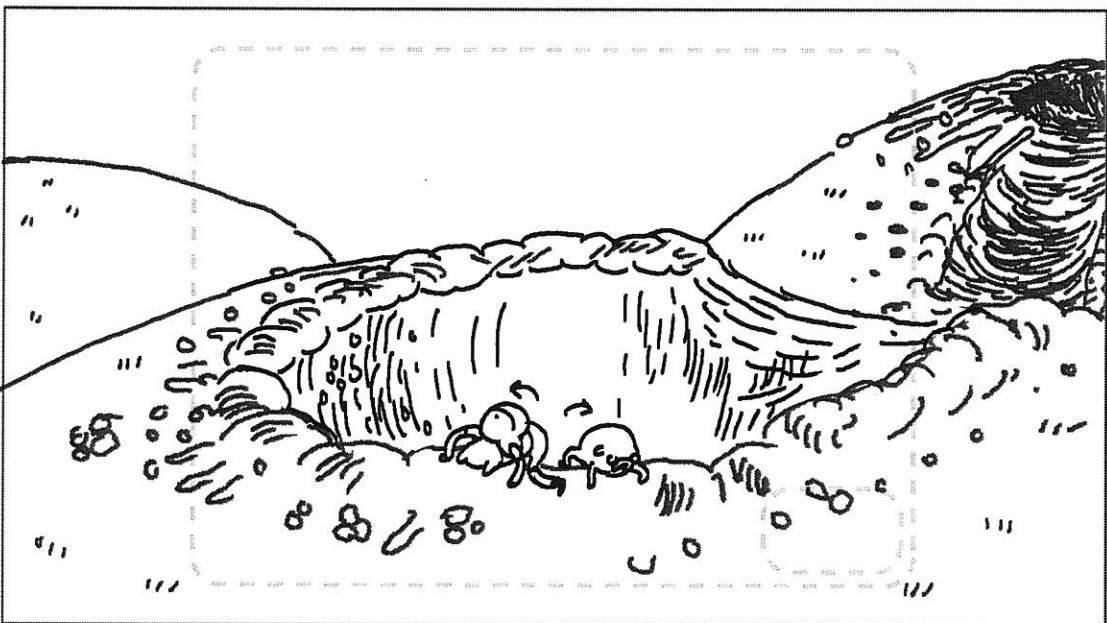
ADVENTURE TIME



Sc. 15 Pnl. I Bg. day night



Sc. 15 Pnl. J Bg. day night



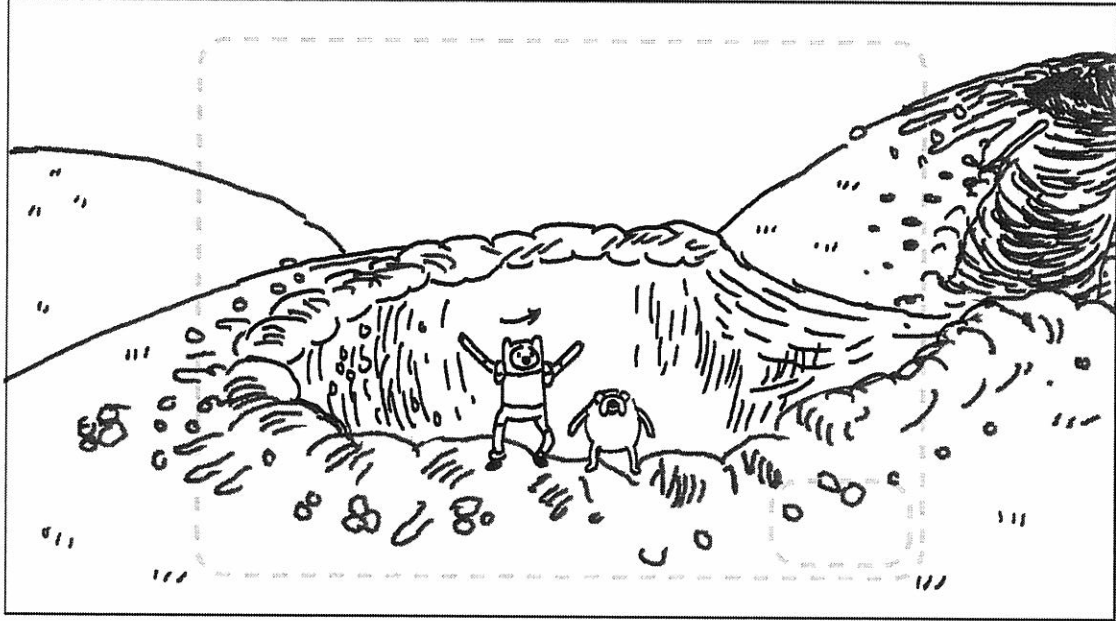
Dialog:	<p>= STILL LAUGHING =</p> <p>(F+J) WOO-WOO-WOO! + A HA YEAH-YEAH-YEAH</p>
Action:	
Timing:	

EPISODE # 1025-173
Production :

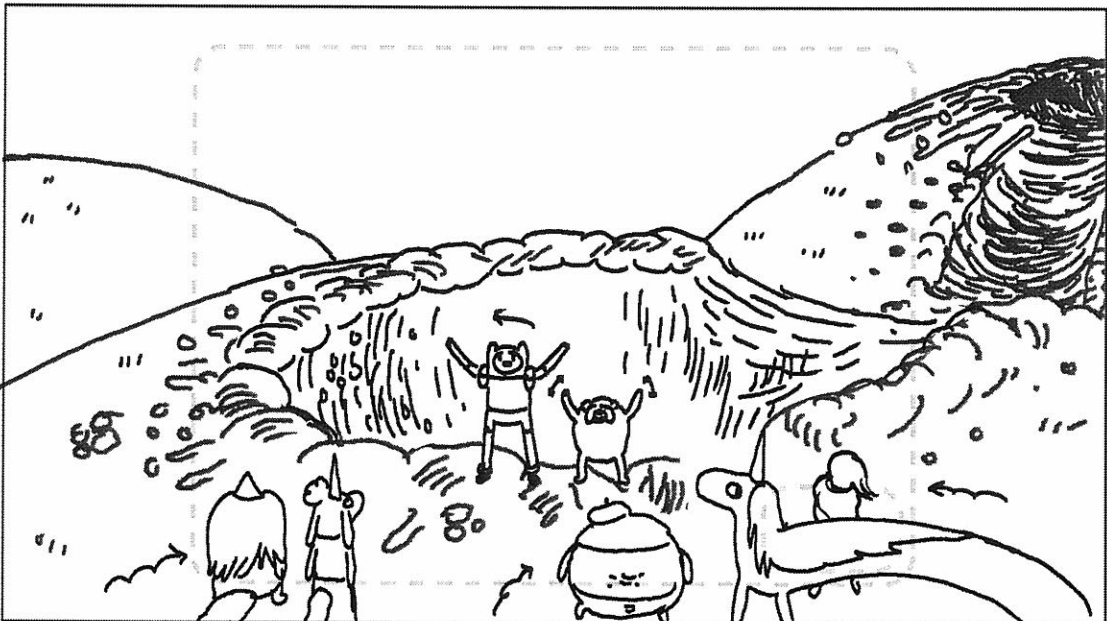
ADVENTURE TIME



Sc. 15 Pnl. K Bg. day night



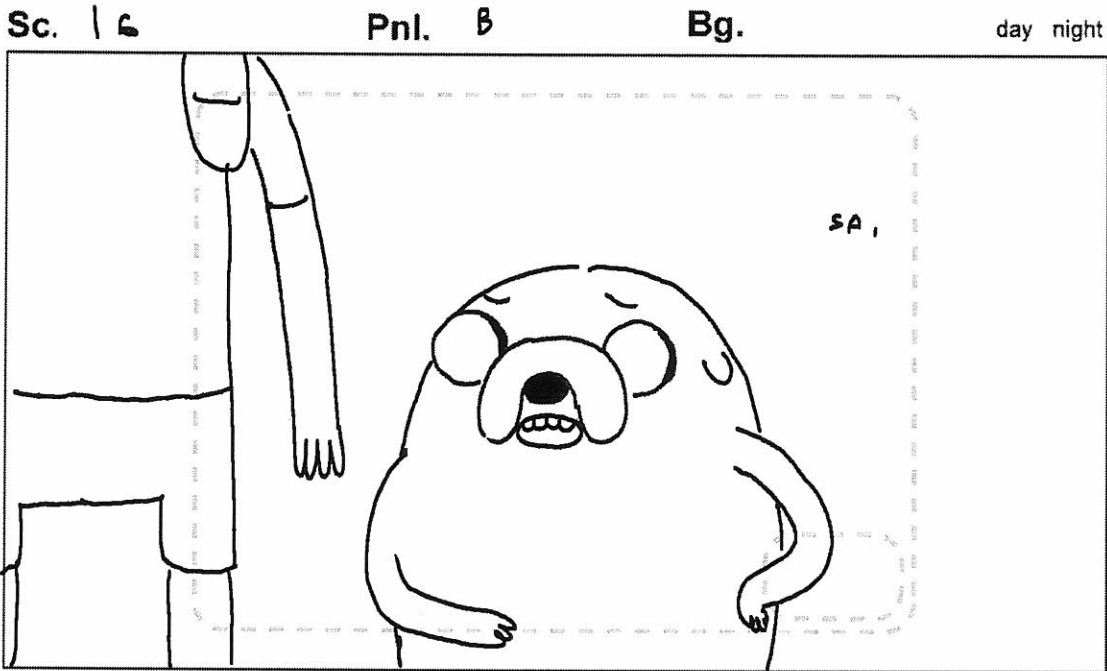
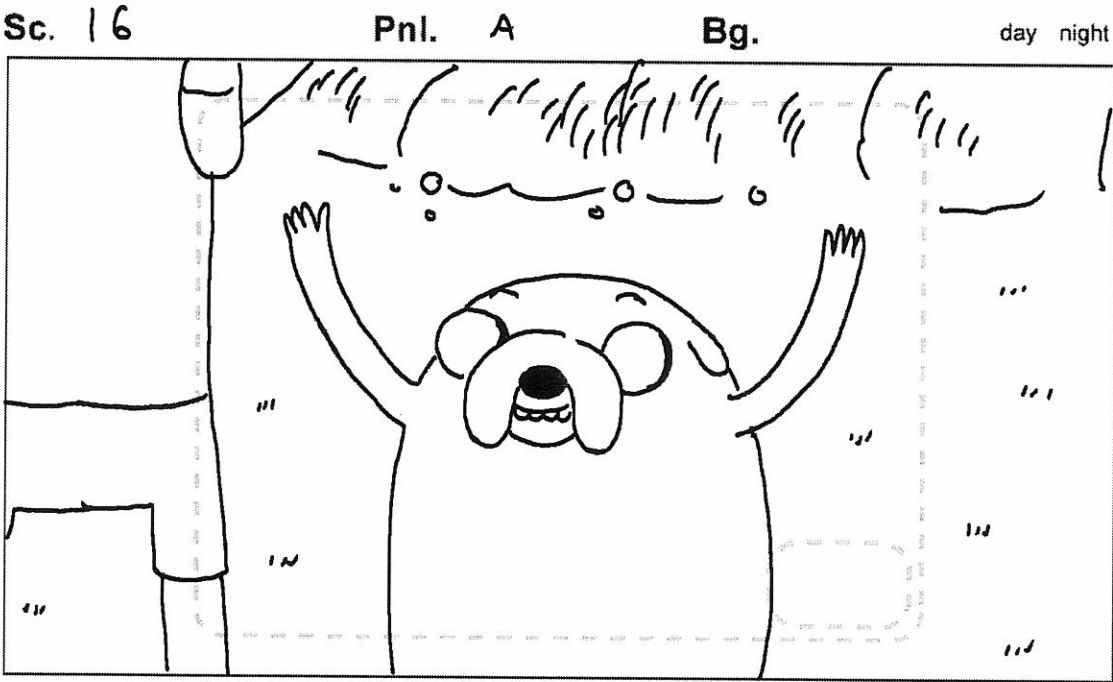
Sc. 15 Pnl. C Bg. day night



Dialog:	(F+J) / PEH-PEH-PEH PEW PEW!!! YEEEAHH!	(J) / HA, HA! WE'RE REAL LATE!!!
Action:	JAKE WAVING HIS ARMS LIKE ERNIE HUDSON AT THE END OF GHOST BUSTERS.	
Timing:		

1025-173
EPISODE #
Production :

ADVENTURE TIME



Dialog:
①/ HAPPY BIRTHDAY, PUPPIES!!
①/ OK, SO, I GUESS I GOTTA SAY.
Action:
Timing:

1025-173

EPISODE #

Production :

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ADVENTURE TIME

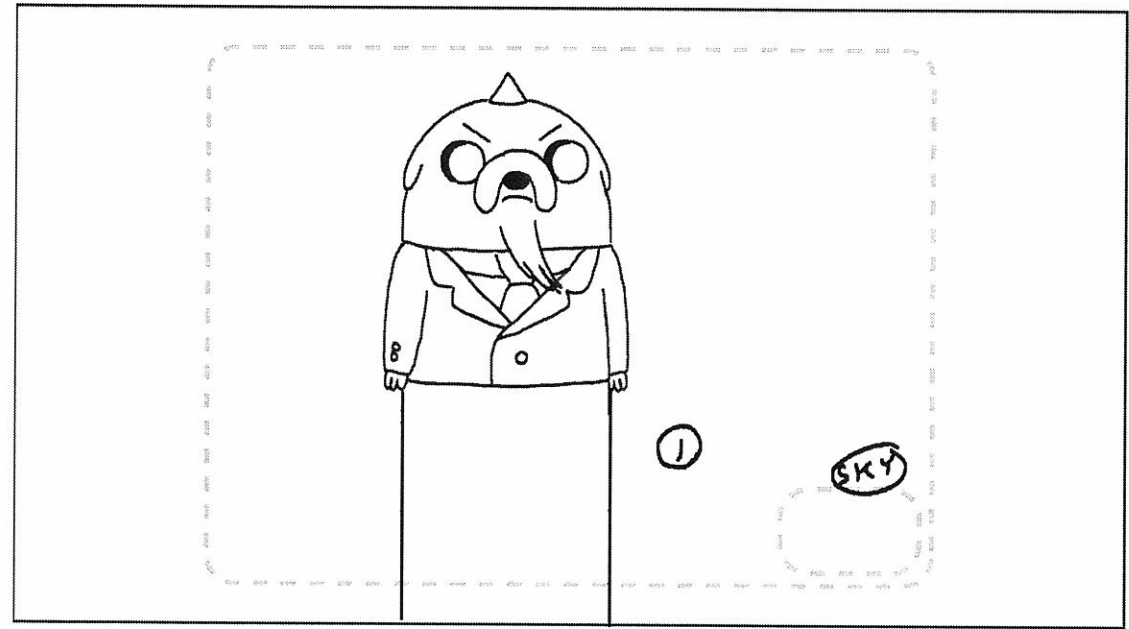


Sc. 17

Pnl. A

Bg.

day night

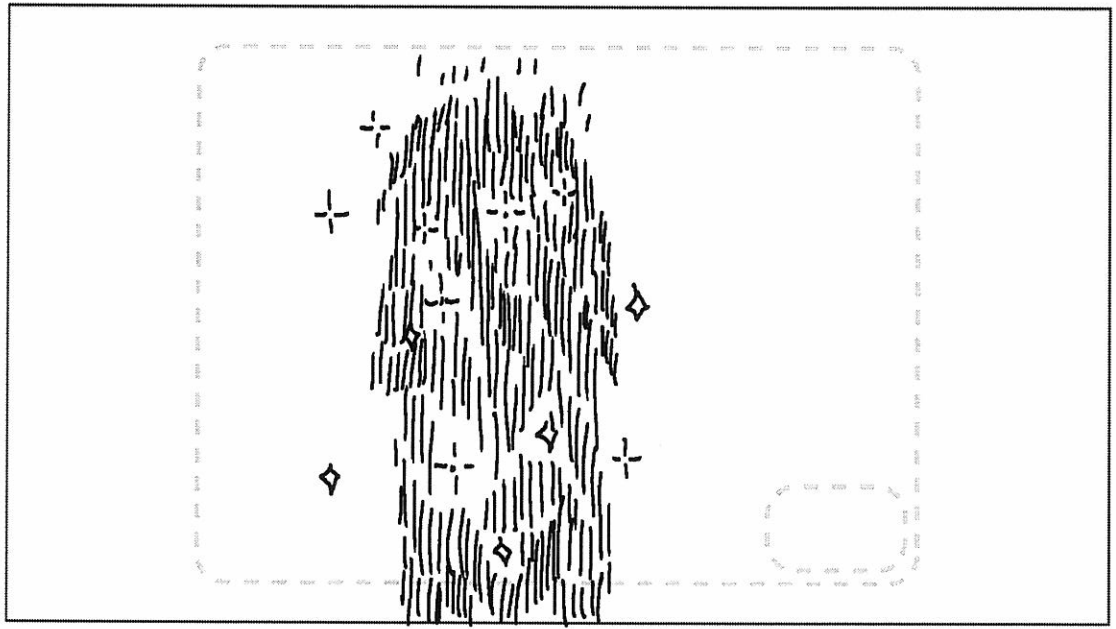


Sc. 17

Pnl. B

Bg.

day night

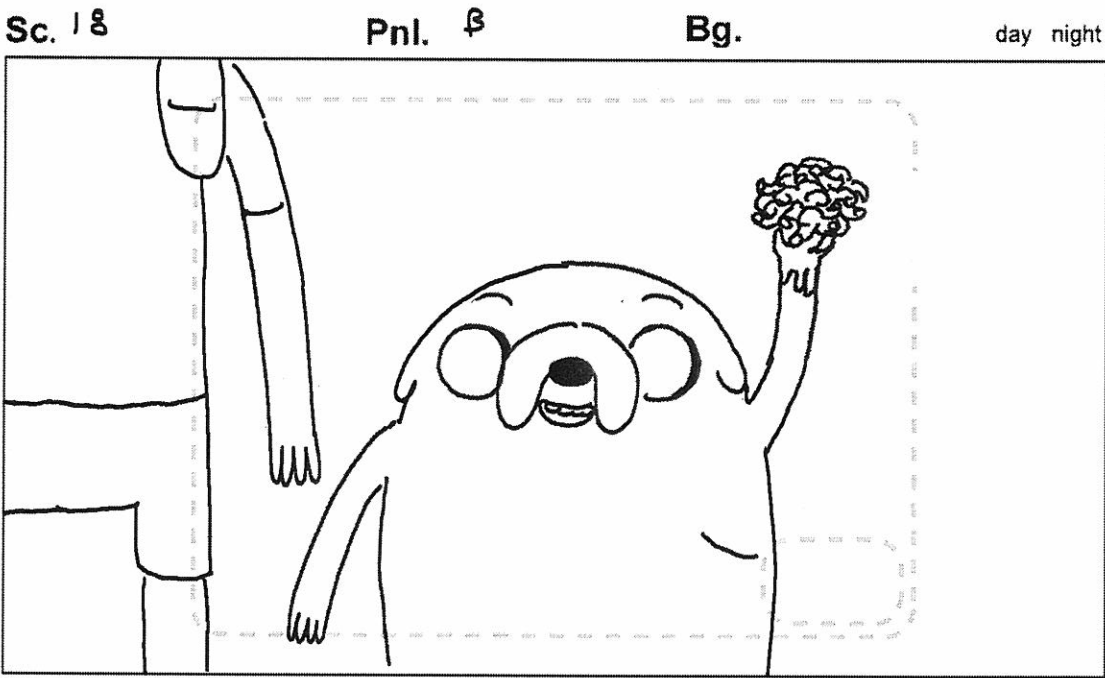
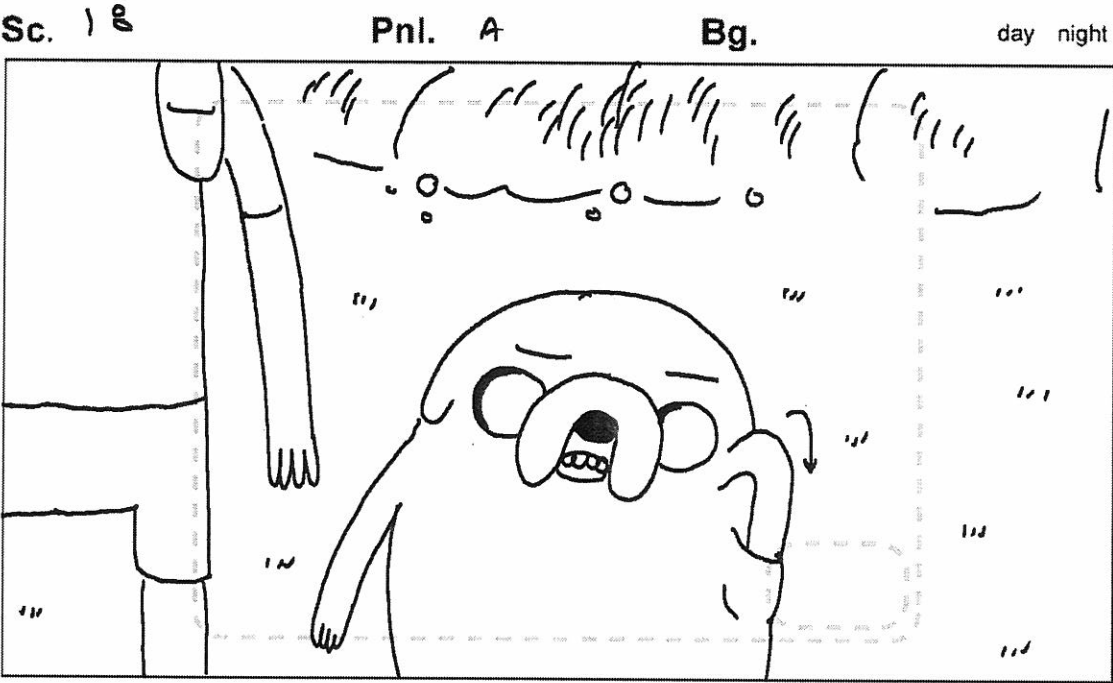


Dialog:	
①/ I DIDN'T REMEMBER TO BRING YOU GUYS ANY BIRTHDAY PRESENTS, BUT -	(SFX) ZIP
Action:	
②	NOT TOO LONG ON THIS. REAL FAST.
Timing:	
TELEPORTS OUT	

EPISODE # 1025-173
Production :

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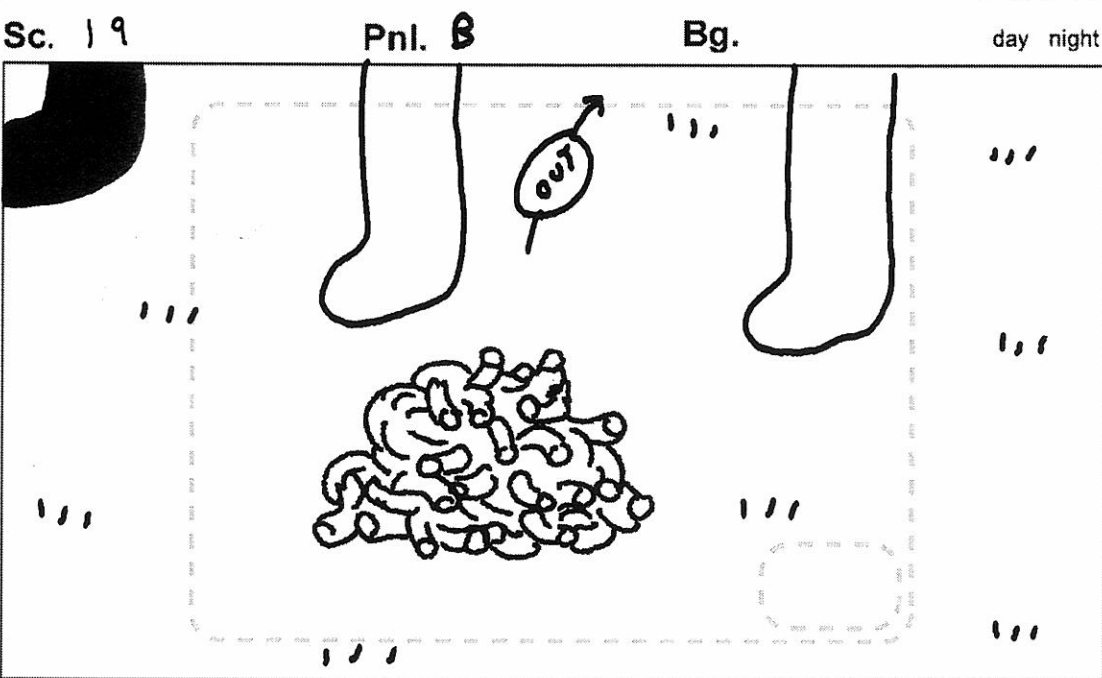
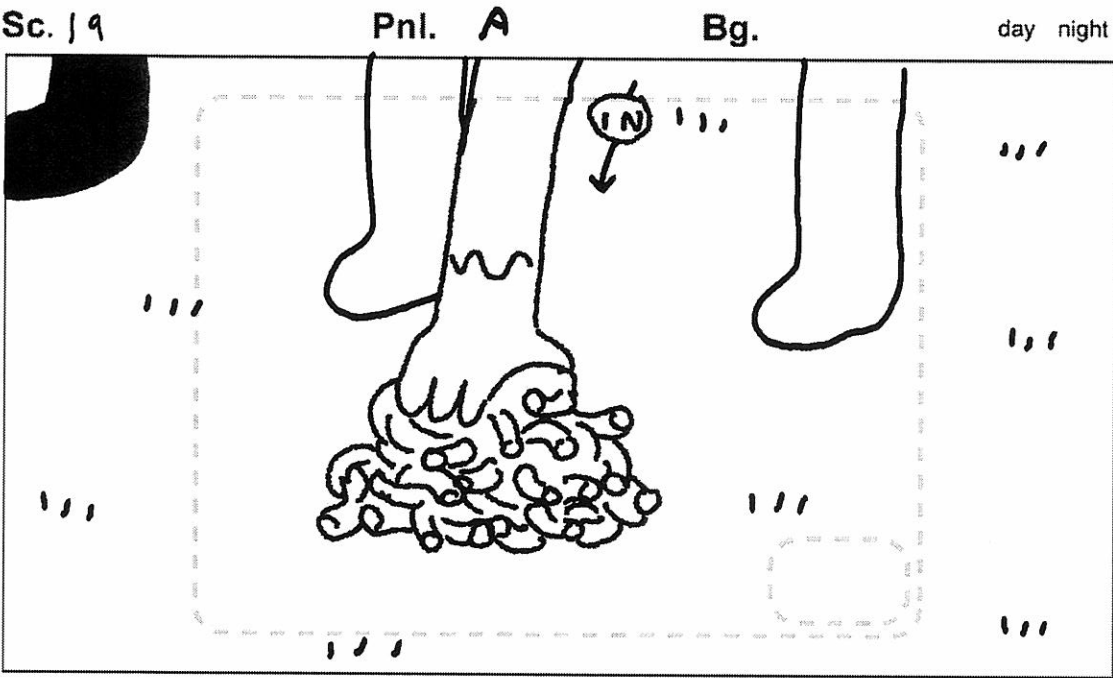
ADVENTURE TIME



Dialog:	I DID	BRING LUNCH!
Action:		
Timing:		

1025-173
EPISODE #
Production :

ADVENTURE TIME



Dialog:
①/ IT'S MACARONI SALAD!
②/ THE MAYONNAISE MIGHT BE BAD.
Action:
Timing:

106b-173

EPISODE #

Production :

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ADVENTURE TIME



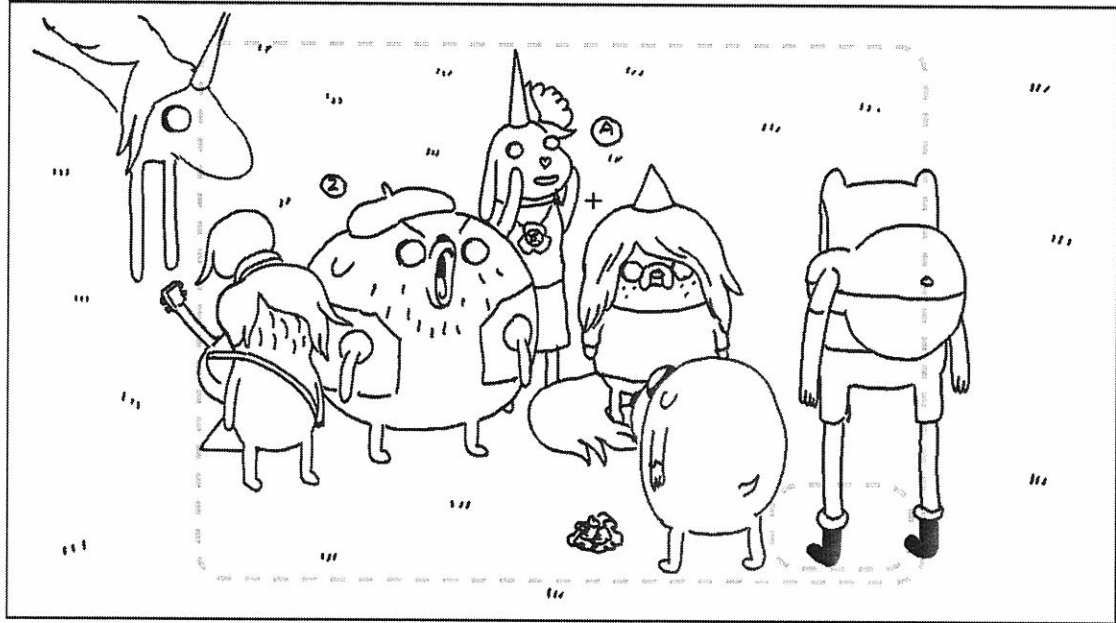
Page 41

Sc. 20

Pnl. A

Bg.

day night

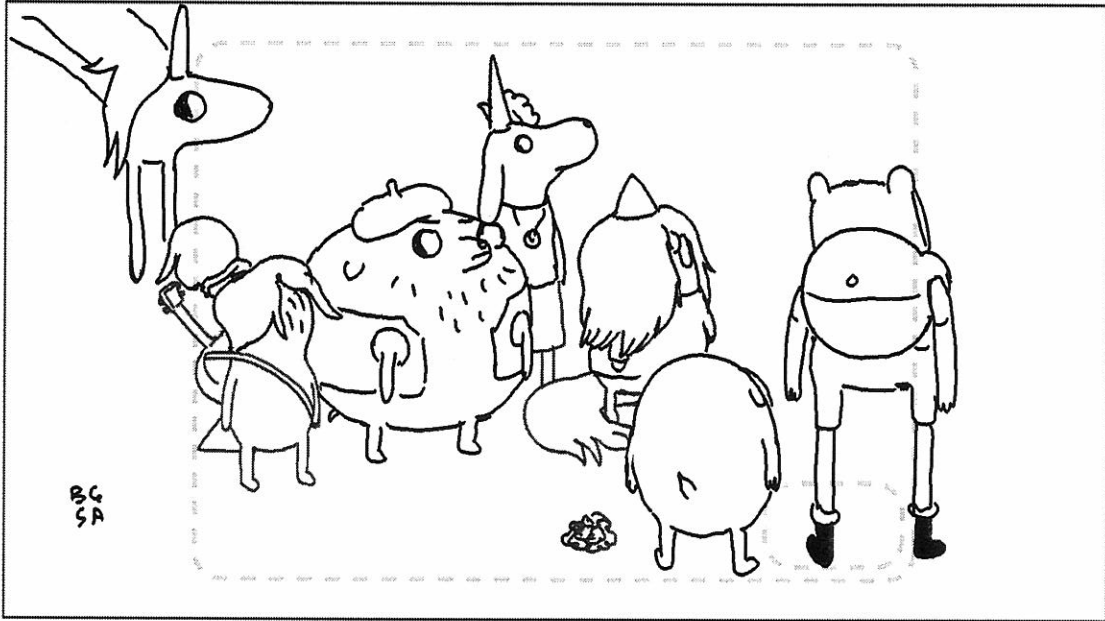


Sc. 20

Pnl. B

Bg.

day night



Dialog:

VIOLEA

A DAD, YOU'RE
BEAUTIFUL!

B

A

KIM
KIL
WHAN

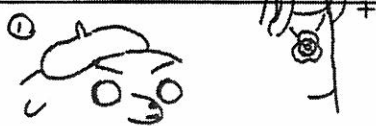
(o.s.)

DAD.

Action:

EVERYONE LOOKS.

Timing:



Production :

EPISODE #

1025-173

ADVENTURE TIME



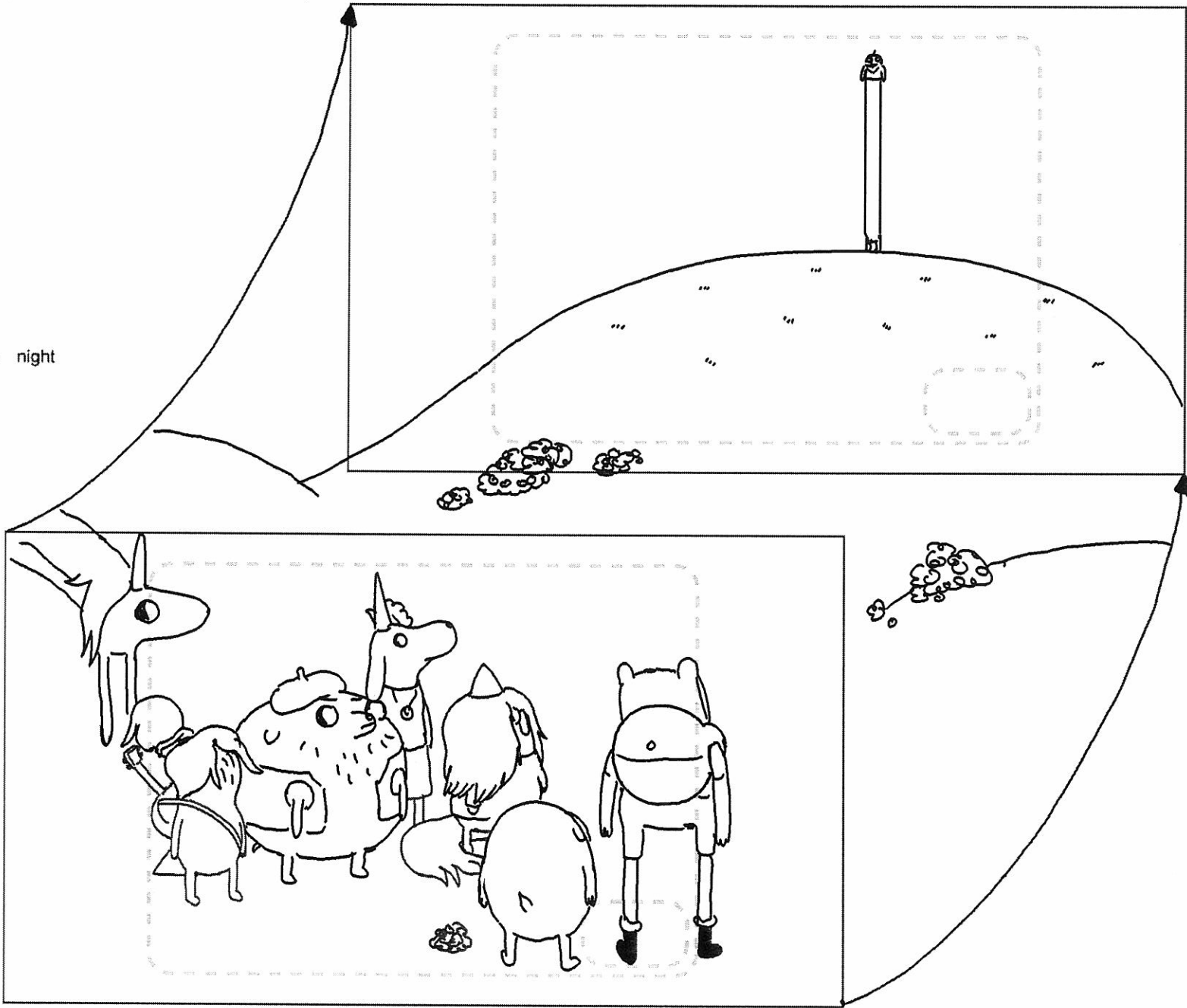
Sc. 20

Pnl. C

Bg.

day night

Dialog:
<u>(KKW)</u> WE HAVE NEW BUSINESS TO DISCUSS,!
Action:
Timing:



EPISODE #
1025-173

Production :

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ADVENTURE TIME

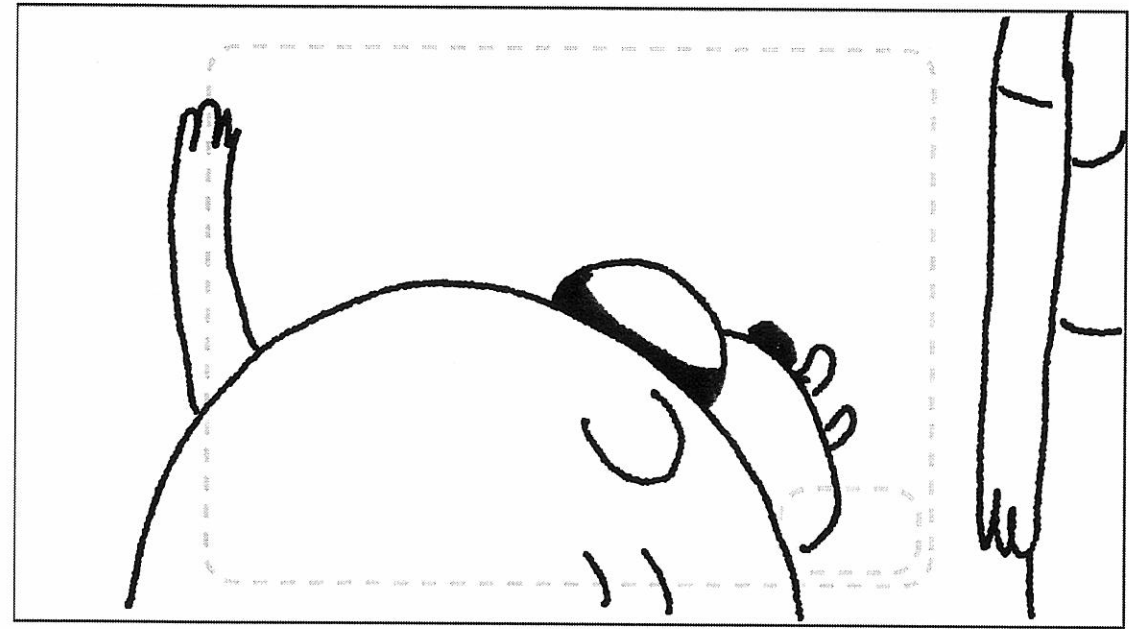


Sc. 21

Pnl. 4

Bg.

day night

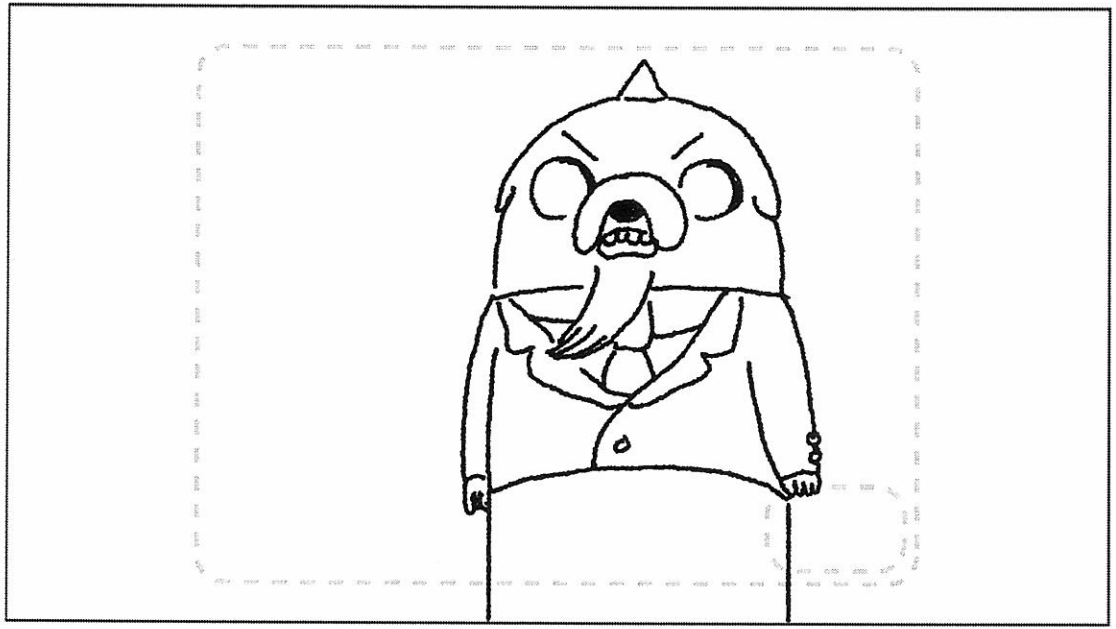


Sc. 22

Pnl. A

Bg.

day night



Dialog:	<p>Q/ HAPPY BIRTHDAY, KIM KIL WHAN!</p>	<p>KKW/ BIRTHDAYS ARE OLD BUSINESS!</p>
Action:		
Timing:		

Production :

EPISODE #

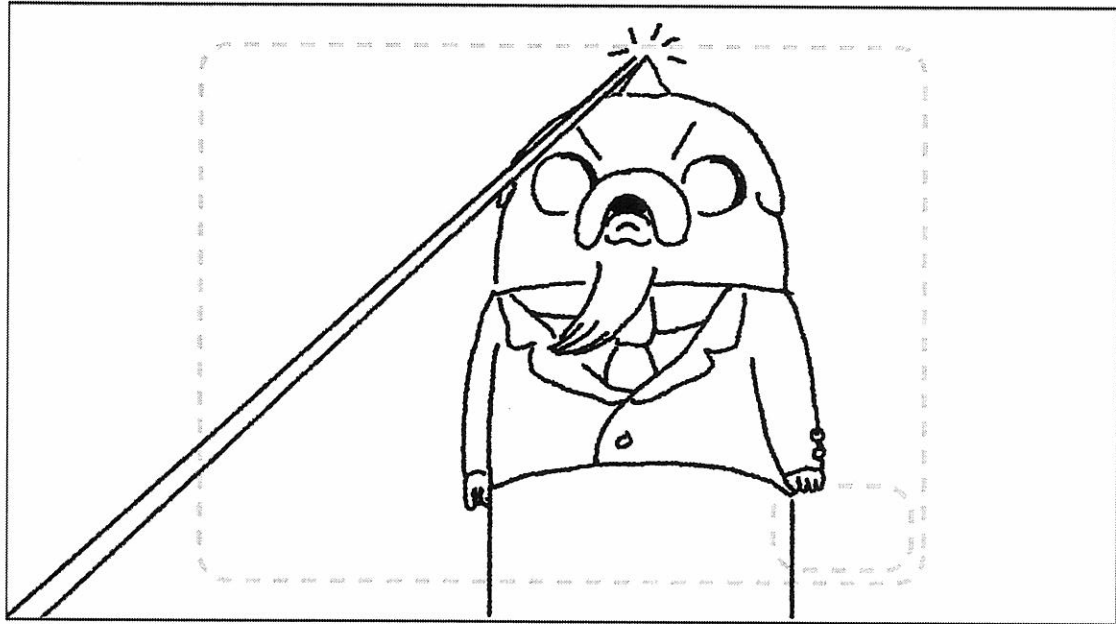
1025-173

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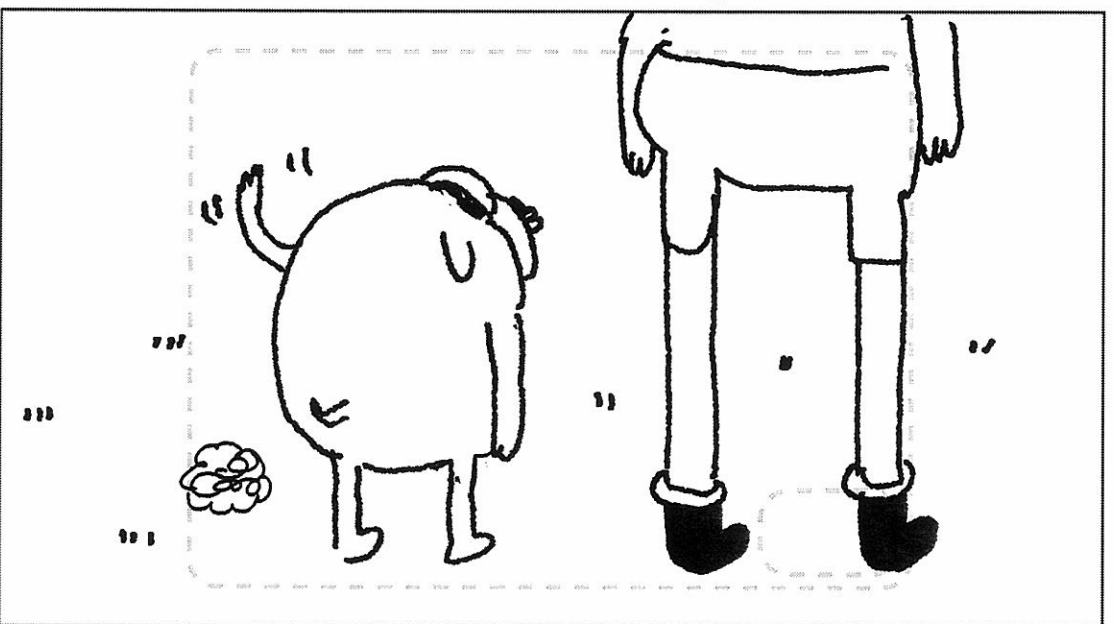
ADVENTURE TIME



Sc. 22 Pnl. 6 Bg. day night



Sc. 23 Pnl. A Bg. day night



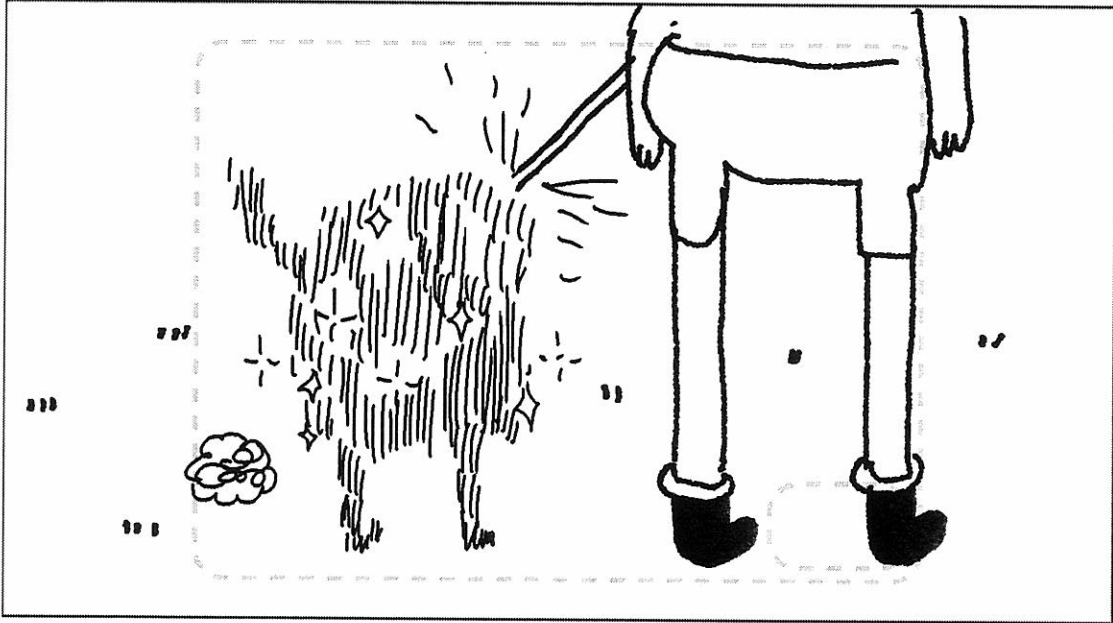
Dialog:
(SFX) ZIP:
Action:
WAKING.
Timing:

EPISODE # 1025-173
Production :

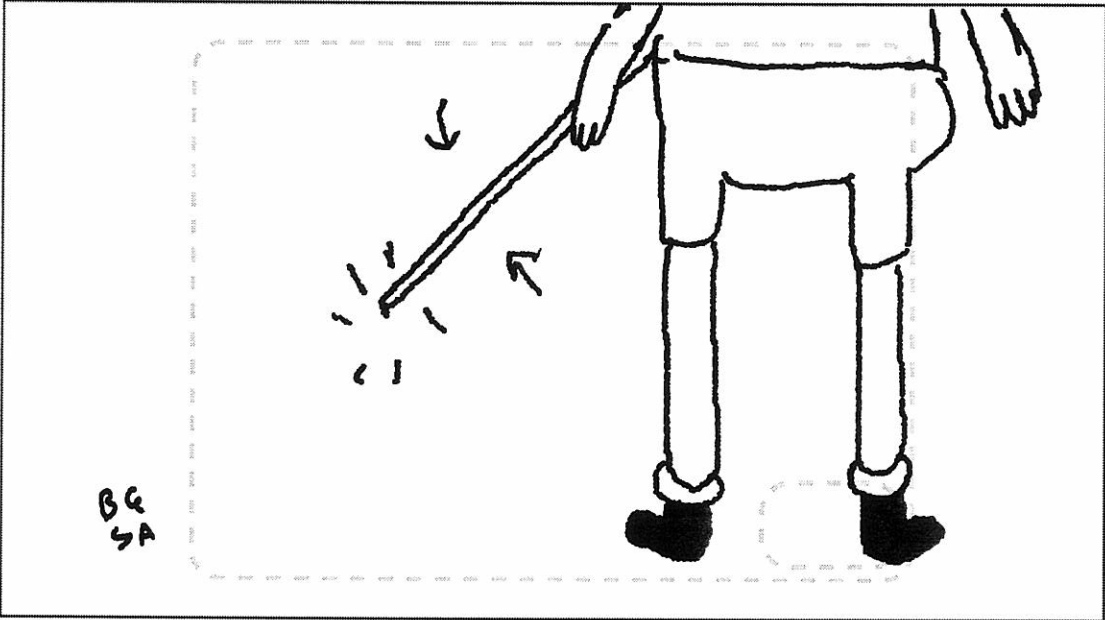
ADVENTURE TIME



Sc. 23 Pnl. 6 Bg. day night



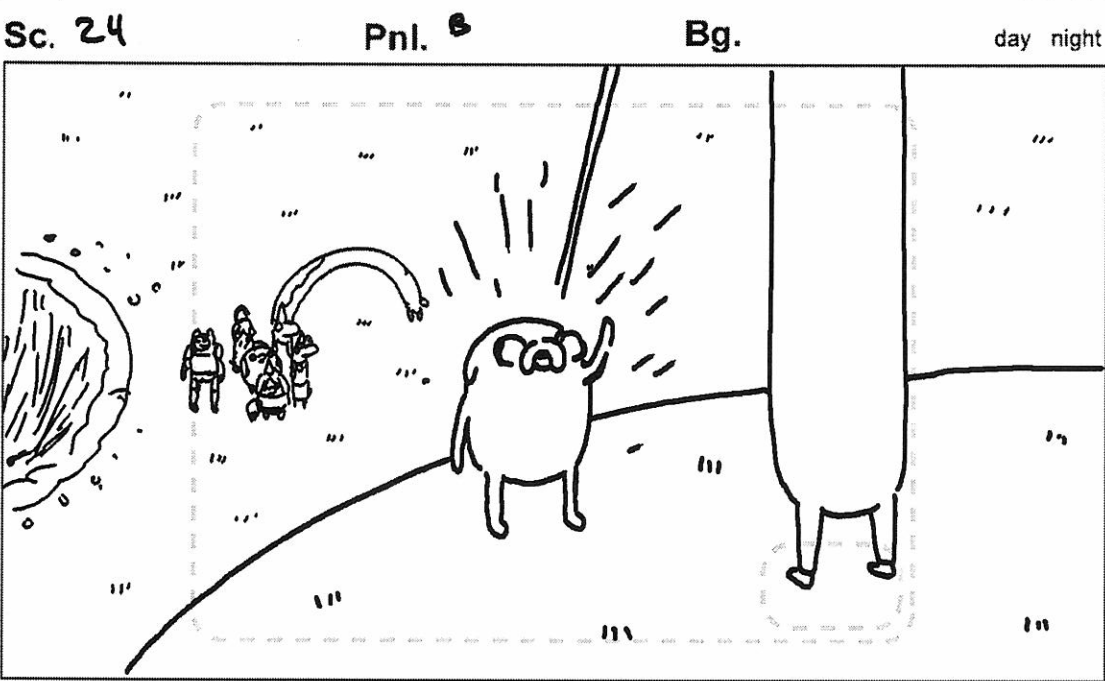
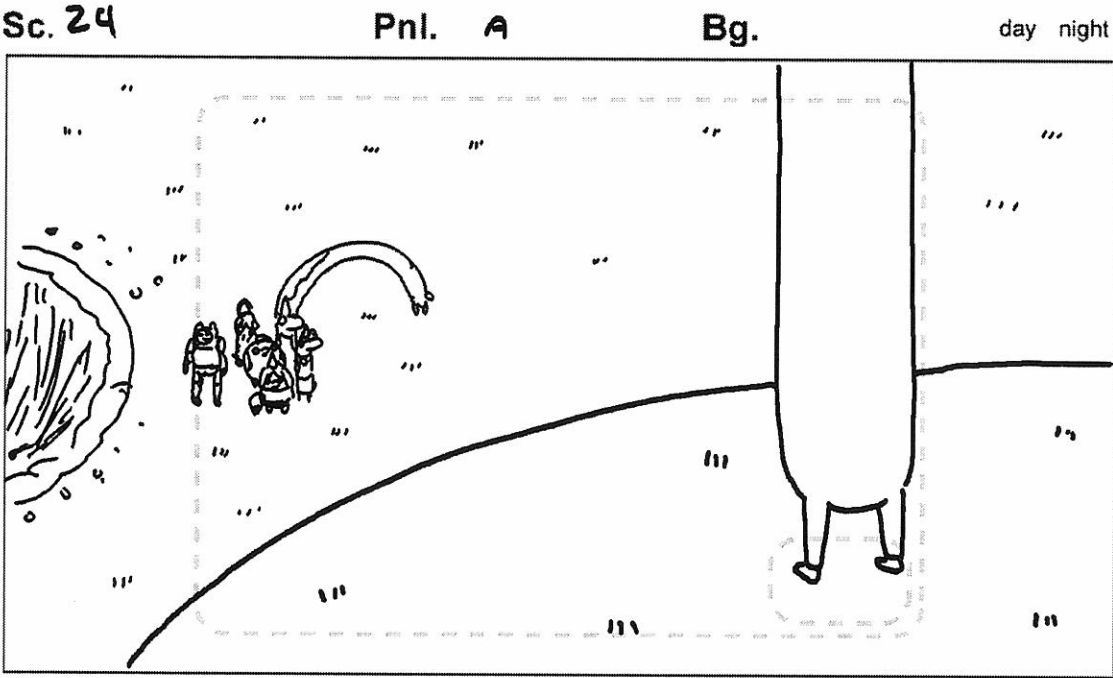
Sc. 23 Pnl. c Bg. day night



Dialog:	<p>(SFX) : PAP :</p>
Action:	
Timing:	

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ADVENTURE TIME



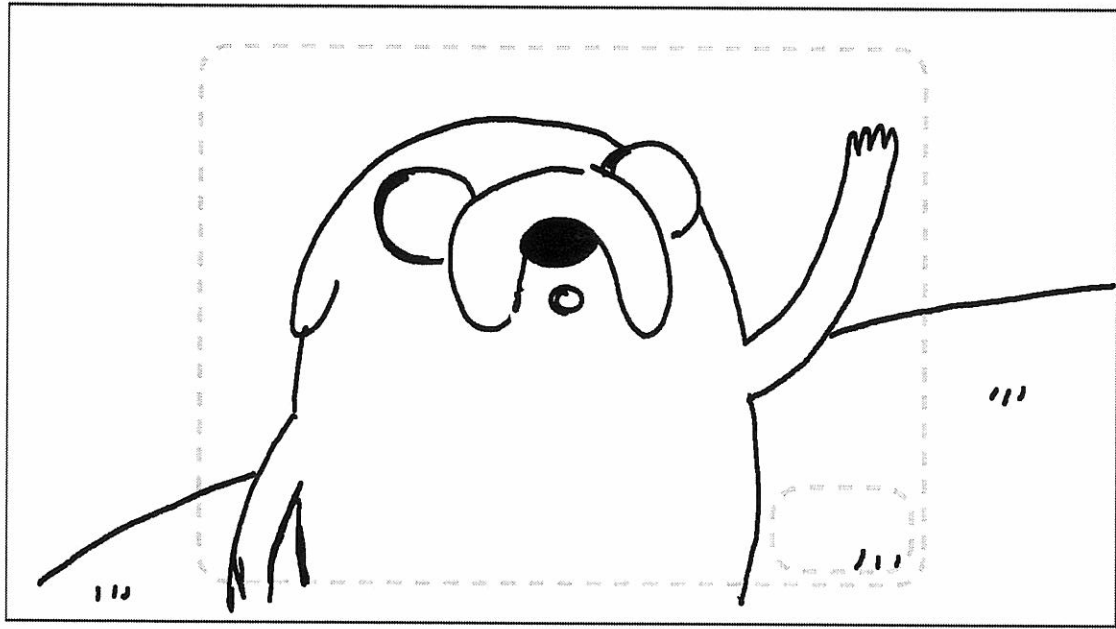
Dialog:	(SFX) / : PAP :
Action:	
Timing:	

EPISODE # 1025-173
Production :

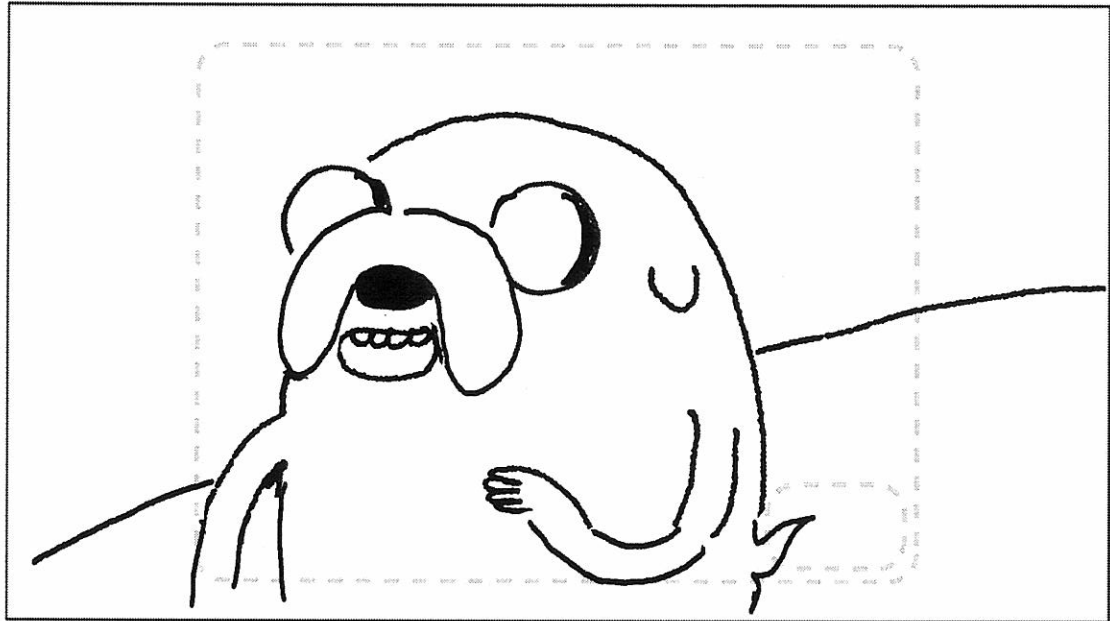
ADVENTURE TIME



Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night



Dialog:	Q/ WHOA NEAT
Action:	
Timing:	

EPISODE # 1025-173
Production :

ADVENTURE TIME

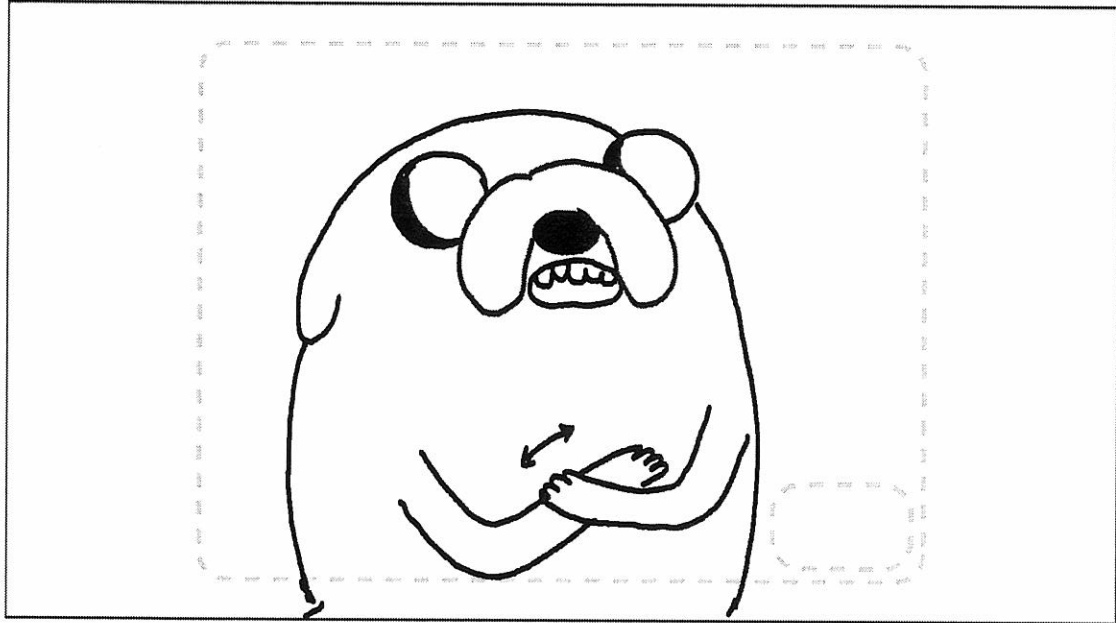


Sc. 25

Pnl. C

Bg.

day night

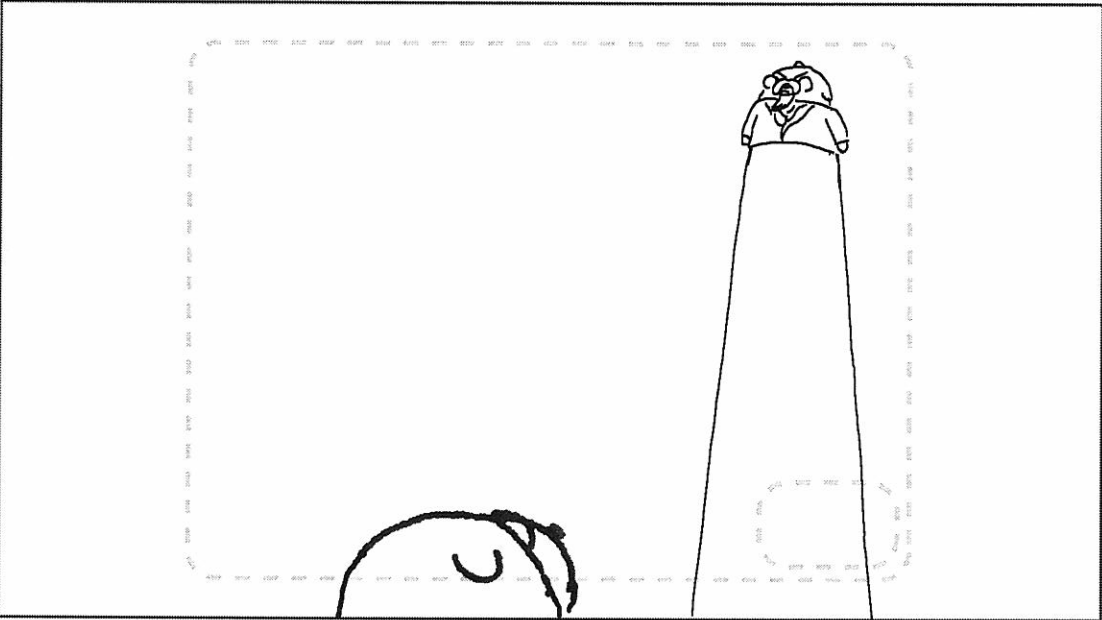


Sc. 26

Pnl. A

Bg.

day night



Dialog:	① UH... HOW'RE THINGS, SON?	(KKW) "THINGS"? "THINGS" HAVE SWITCHED HANDS.
Action:		
Timing:		

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ADVENTURE TIME

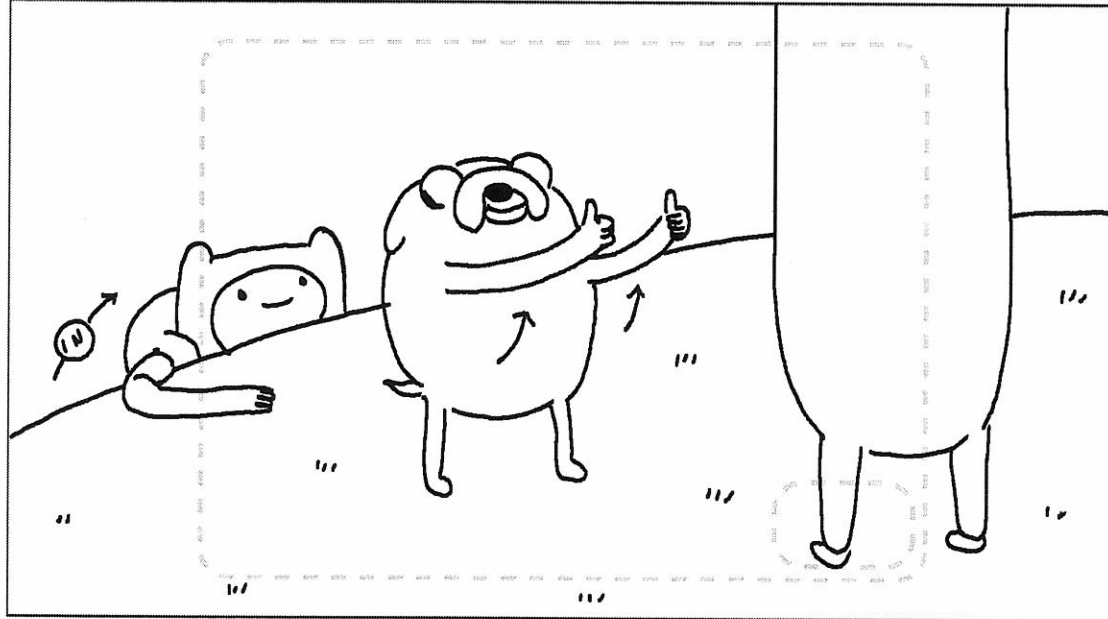


Sc. 27

Pnl. A

Bg.

day night

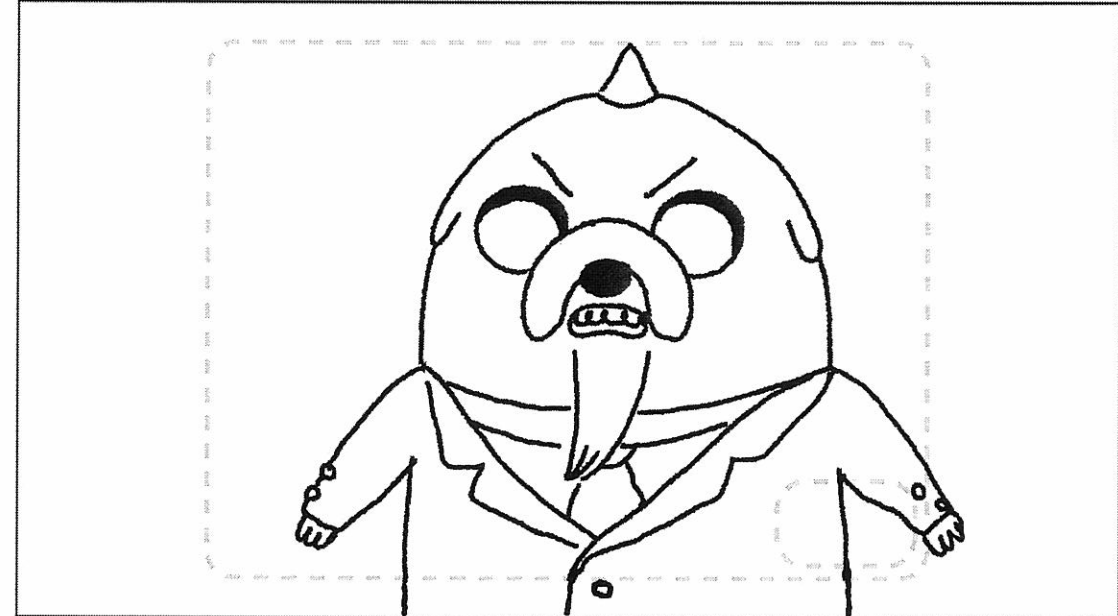


Sc. 28

Pnl. A

Bg.

day night



Dialog:

① I GET IT!

(KKW)

DAD, WHEN I SAY THAT
"THINGS HAVE SWITCHED
HANDS", I MEAN TO SAY
THAT.

Action:

Timing:

EPISODE #

1025-173

Production :

ADVENTURE TIME

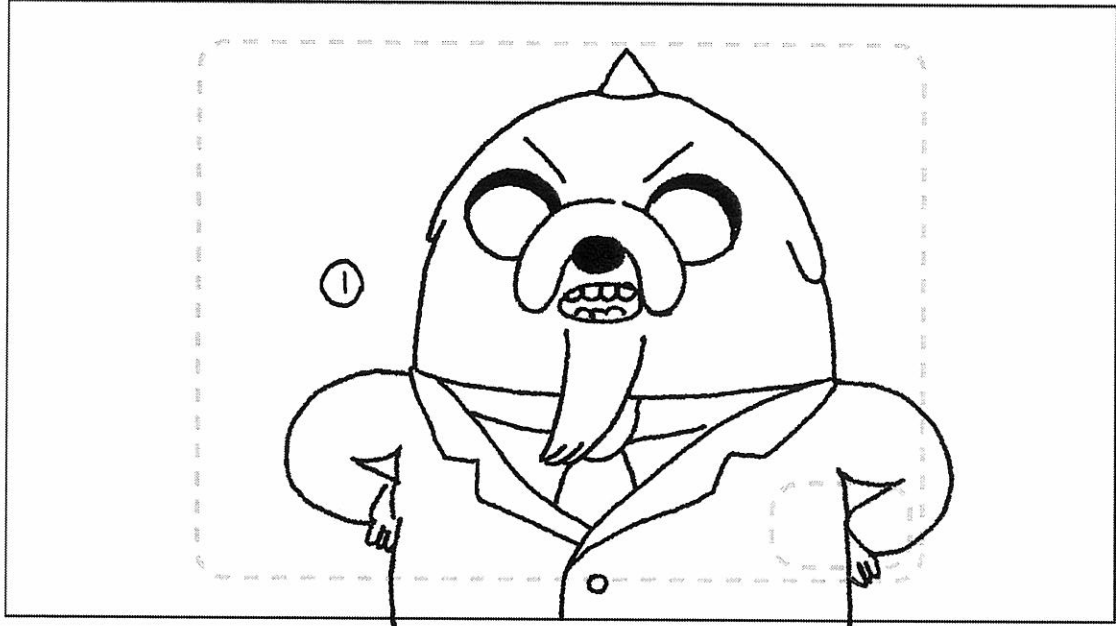


Sc. 28

Pnl. B

Bg.

day night

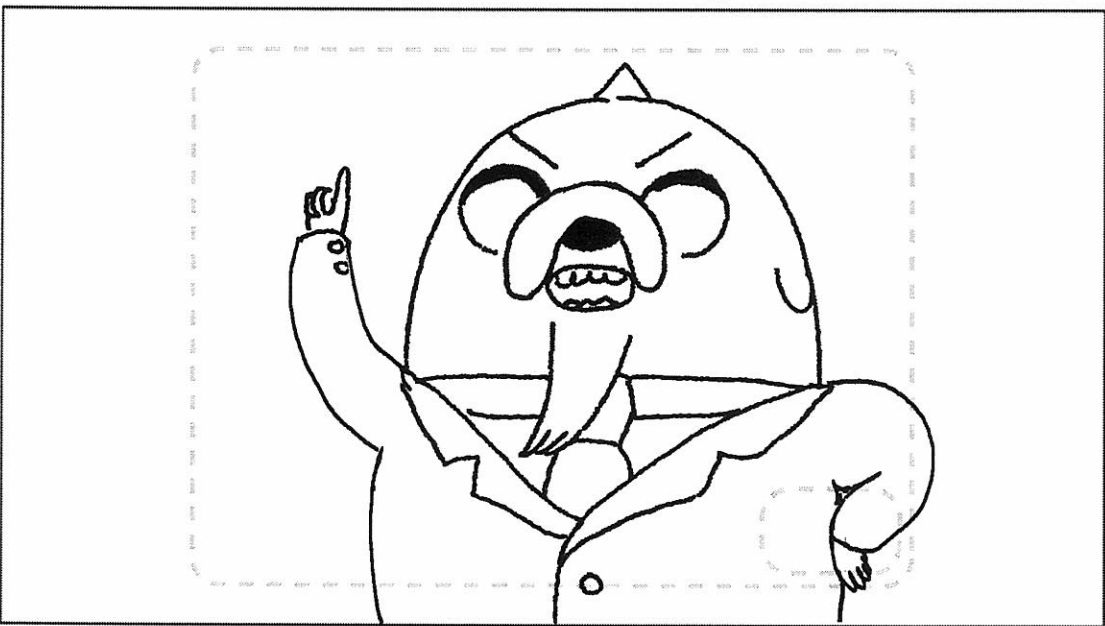


Sc. 28

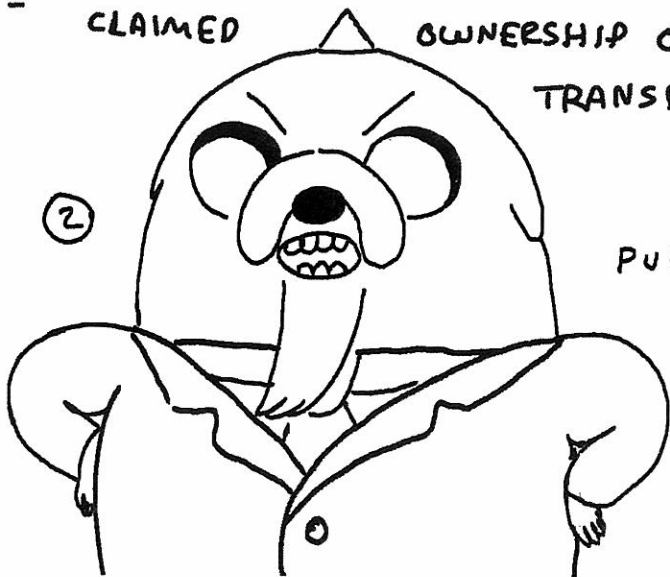
Pnl. C

Bg.

day night



Dialog:	(KKW) - "THINGS" YOU HAVE PREVIOUSLY CLAIMED OWNERSHIP OF HAVE / FROM <u>YOUR</u> HANDS TO <u>MY</u> HANDS , <u>IN! THAT!</u>
Action:	
Timing:	



PUFFIN' UP.

ADVENTURE TIME



Page 51

Sc. 28

Pnl. D

Bg.

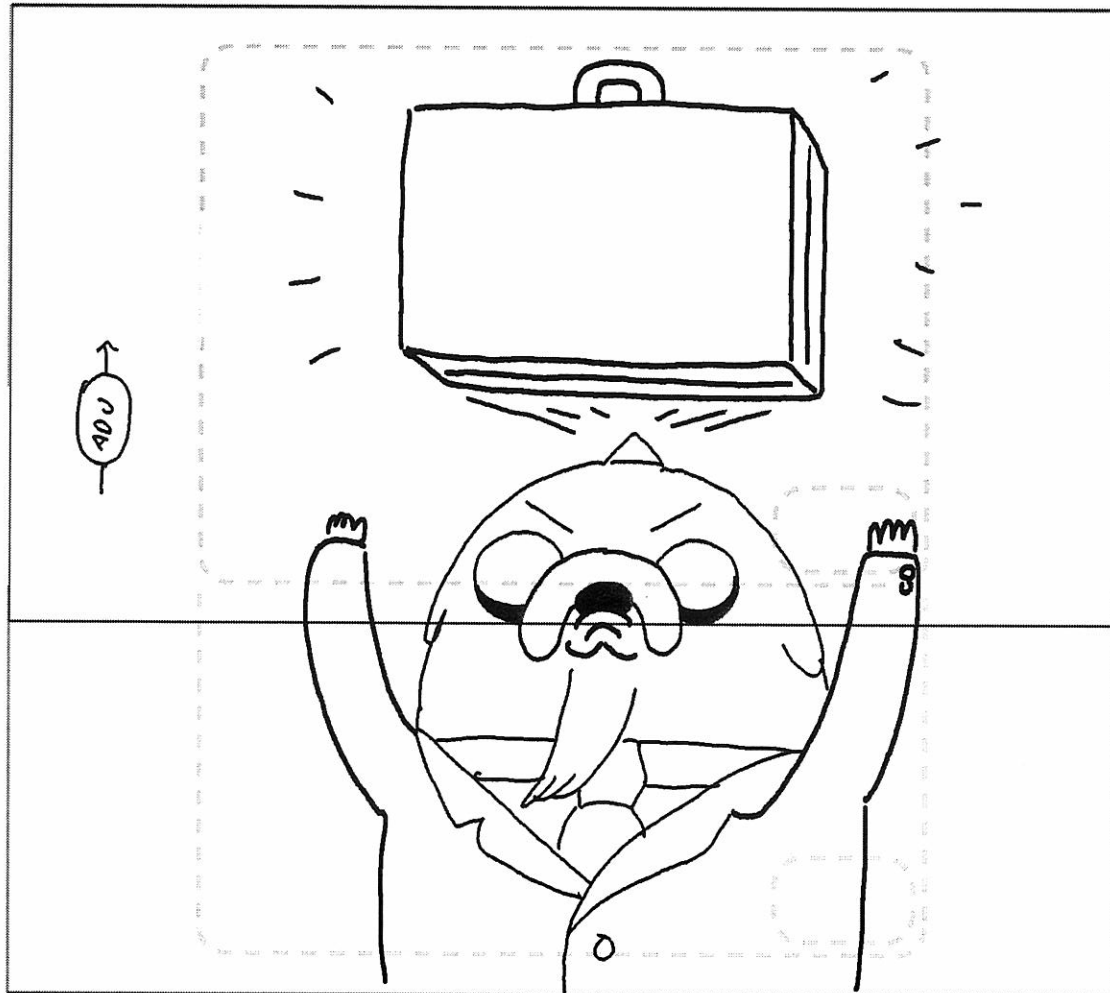
day night

Sc. 28

Pnl. E

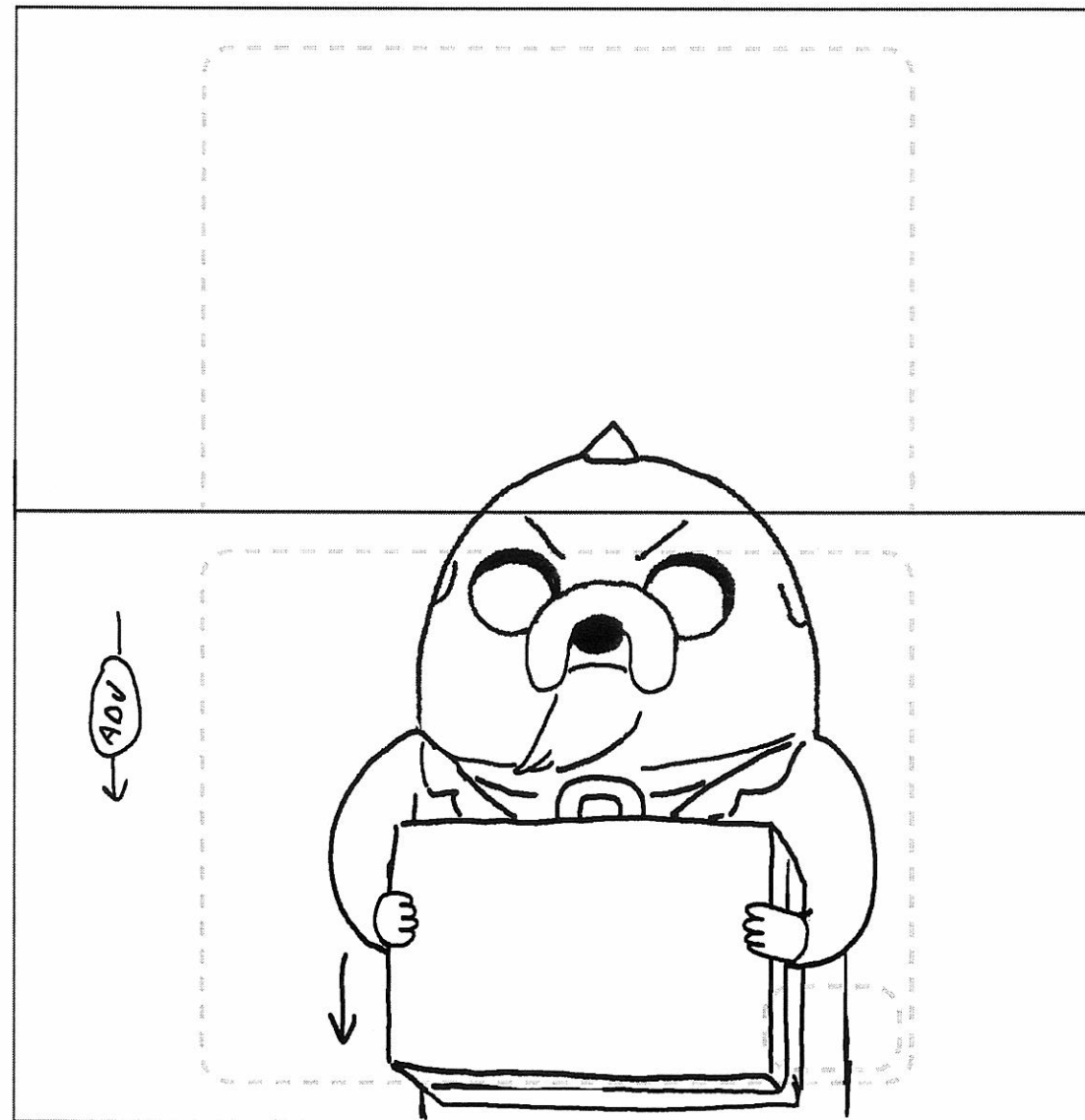
Bg.

day night



(SFX) : P A P :

TELE PORTS IN.



HIS BRIEFCASE SKILLS ARE FLUID AND SLICK, THE BRIEFCASE/CAM. MOVEMENTS ARE LIKE A DROP TOWER, LOTS OF BOUNCE.

Production :

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1025-173

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ADVENTURE TIME

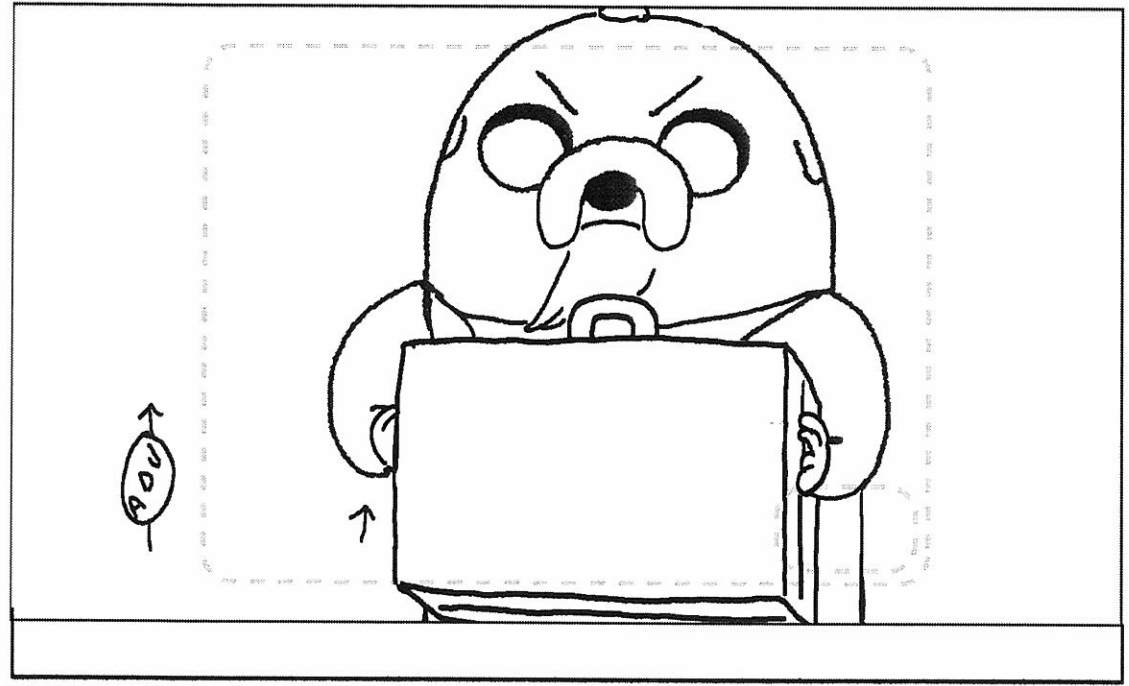


Sc. 28

Pnl. F

Bg.

day night



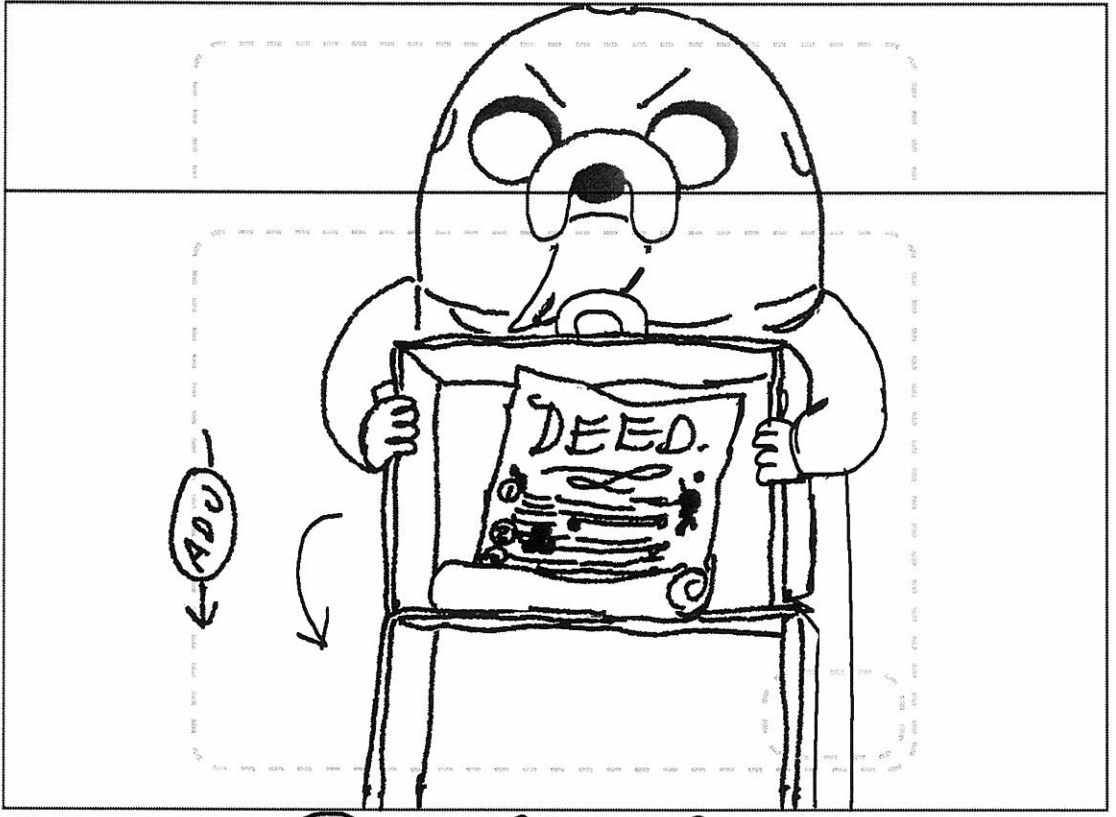
(SFX) CHIK

Sc. 28

Pnl. G

Bg.

day night



(SFX) CHUCK

Action:

- FINGERS THE SEAM.
- CAM BOUNCES UP,

- ALL OF THIS, FAST & FLUID.
- CAM. DOWN,

Timing:



IF THESE CAMERA
MOVES ARE GOING TO
STINK TO WATCH THEY
DON'T HAVE TO BE SO
COMPLICATED. - S.W.

Production :

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ADVENTURE TIME



Sc. 28

Pnl. H

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

Action:

Timing:

ADVENTURE TIME



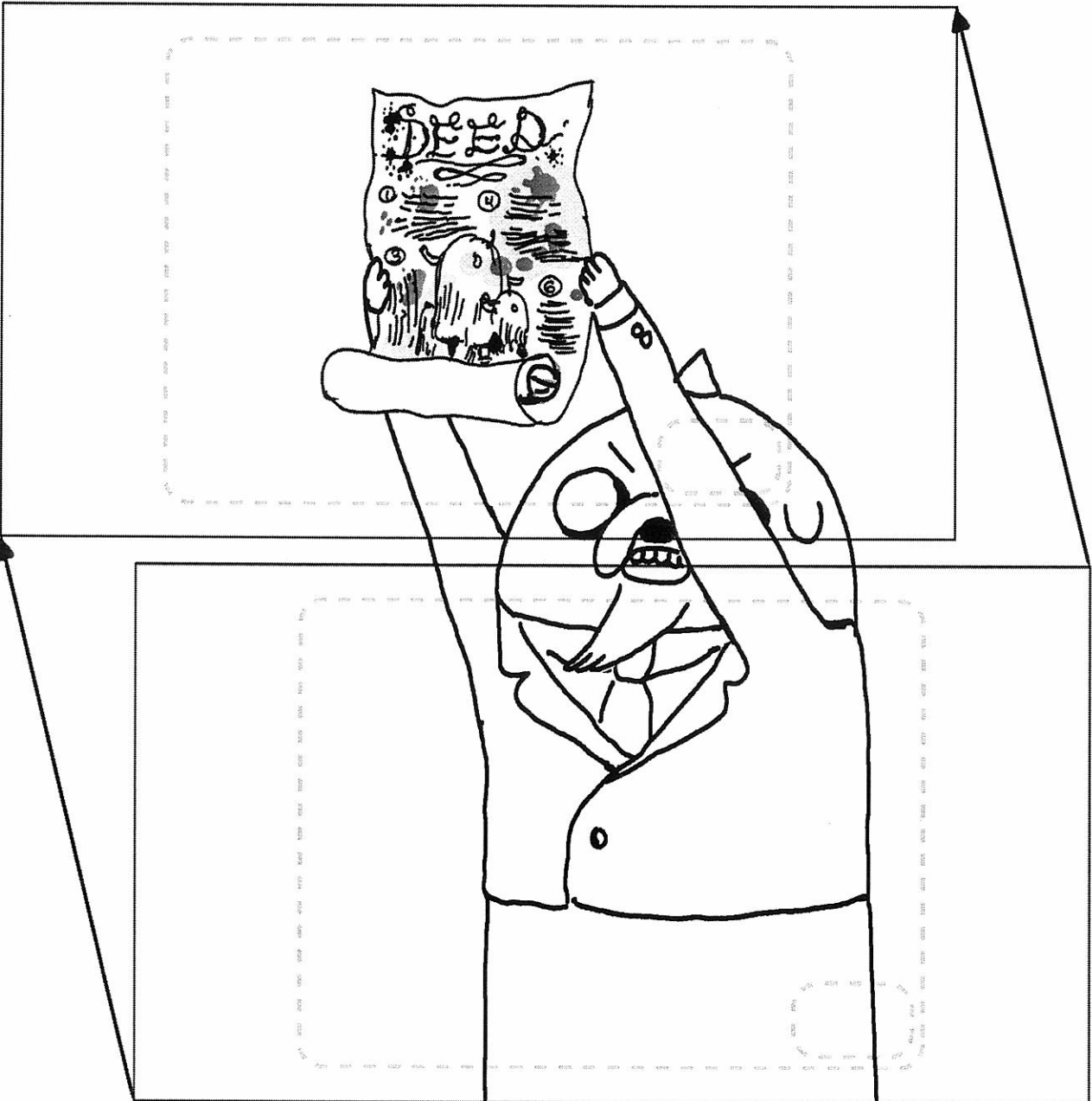
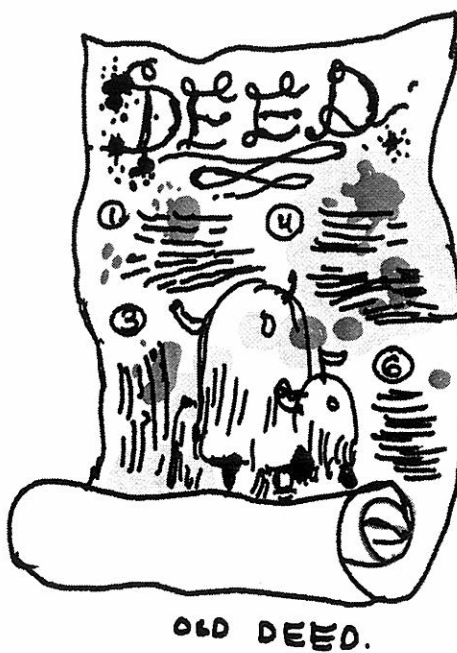
Sc. 28

Pnl. I

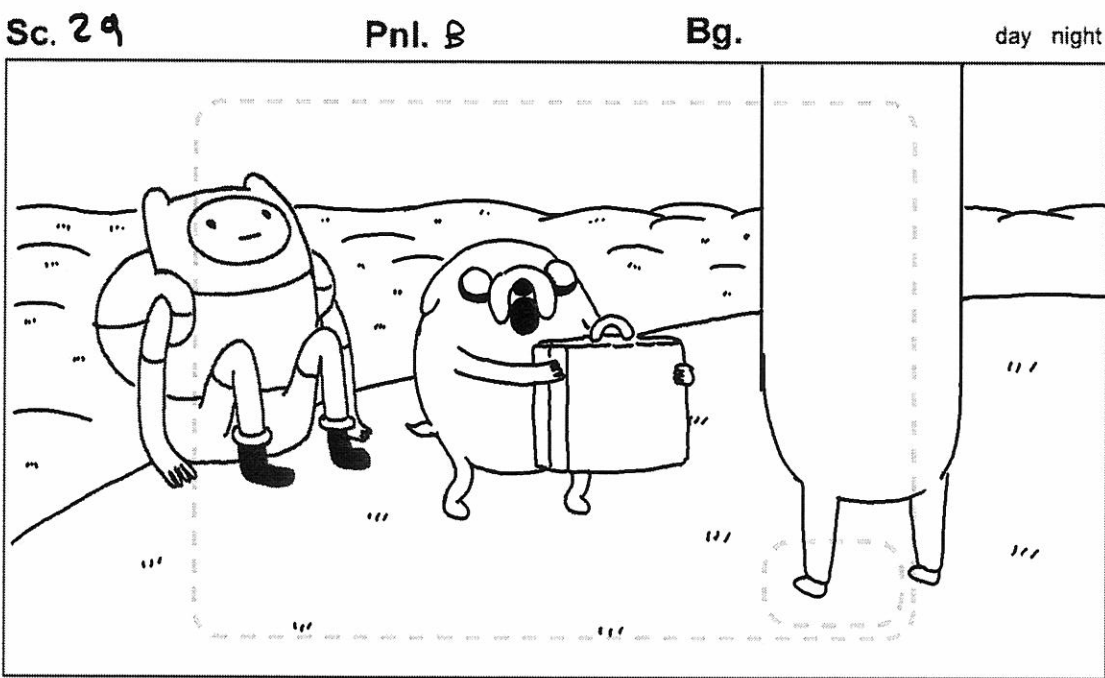
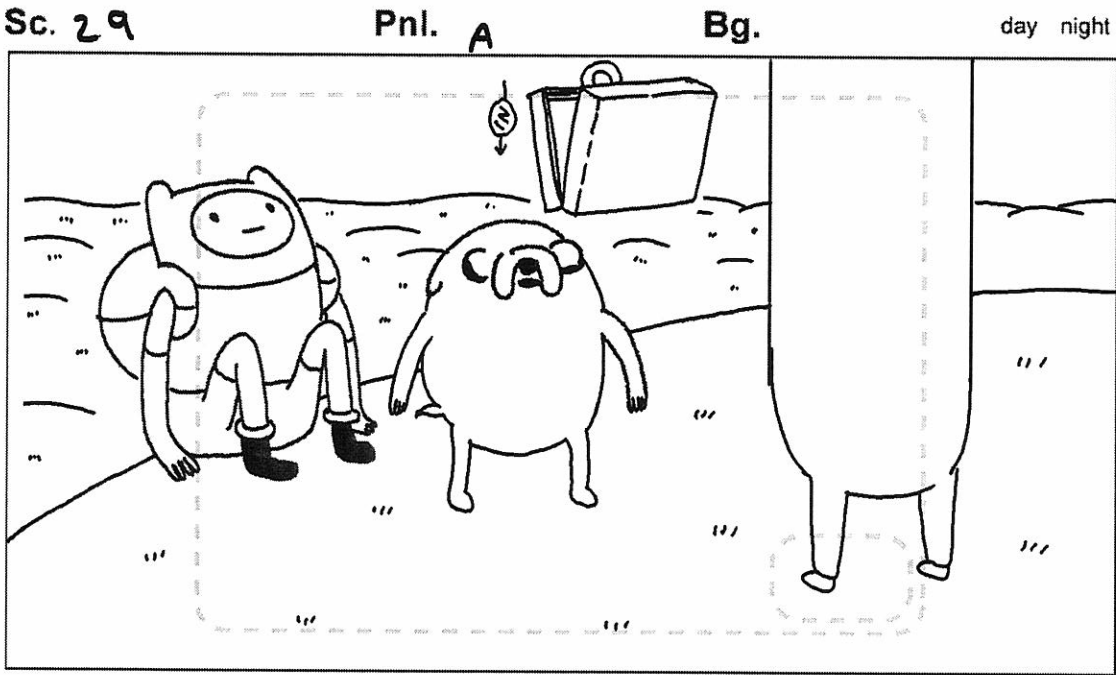
Bg.

day night

KKW - I
BOUGHT
YOUR
TREEHOUSE!!!



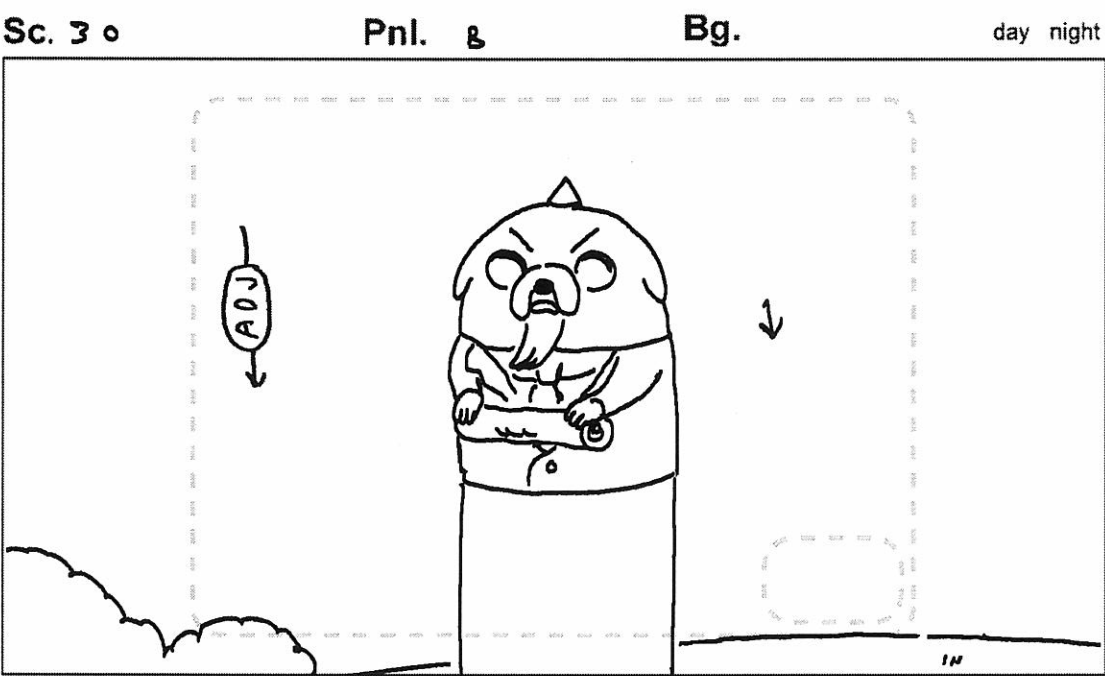
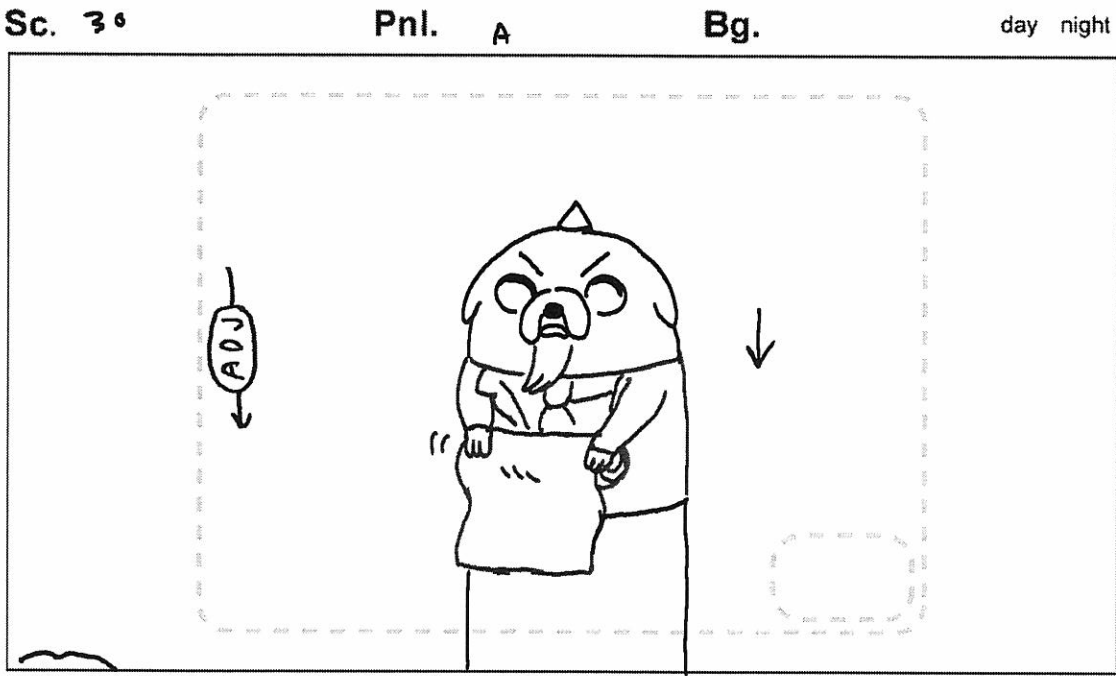
ADVENTURE TIME



Dialog:
①/ WHAT !?
Action:
Timing:

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ADVENTURE TIME



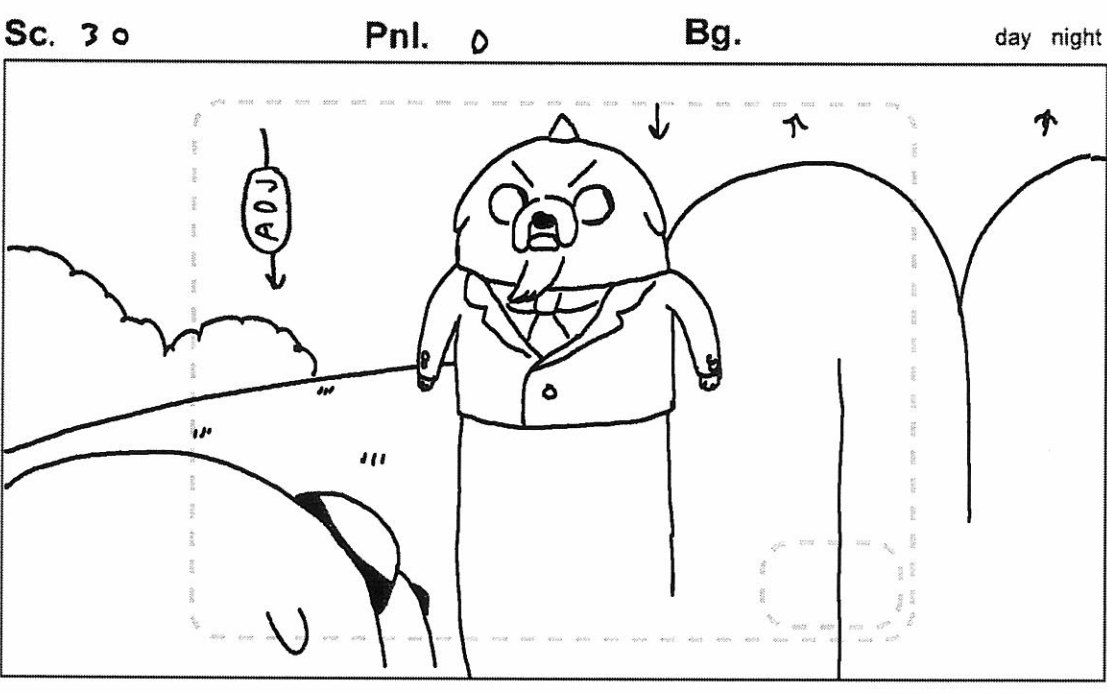
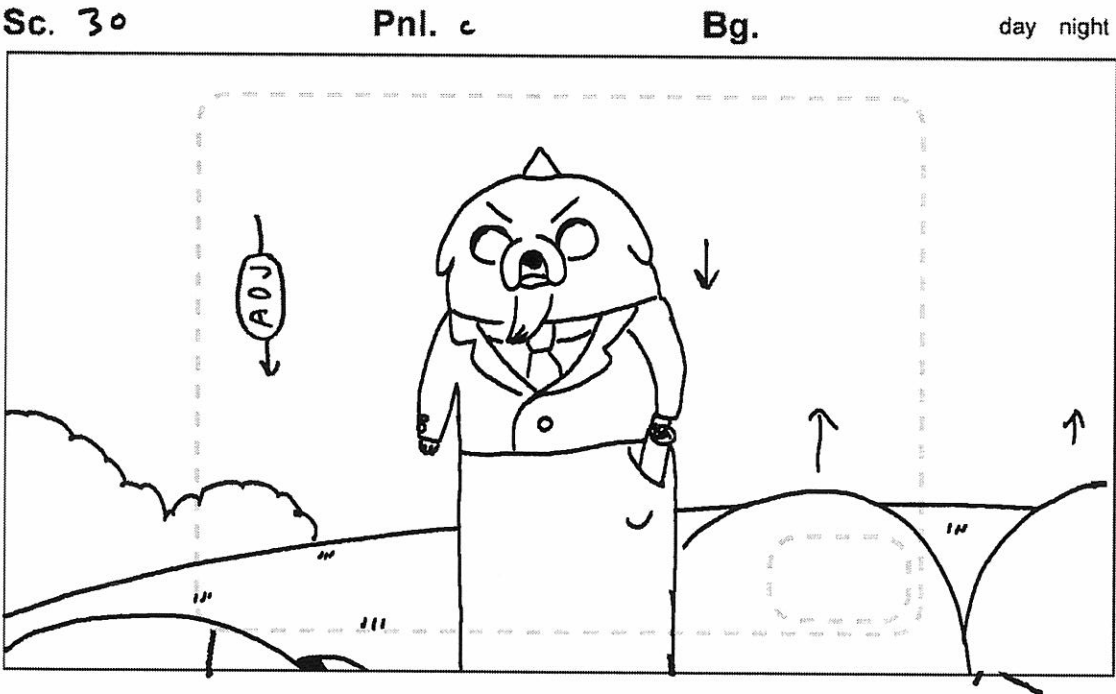
Dialog: (KKW) WHAT! THE DEED TO YOUR TREEHOUSE.

Action: • ROLLING UP THE DEED NEATLY, CRISPLY.
• LOWERING HIMSELF DOWN. • CAM GAINING

Timing:

EPISODE # 1025-173
Production :

ADVENTURE TIME



Dialog:

HOW: ACQUIRED THROUGH FROM WHOM: THE DEED'S
LEGAL TRADE. PREVIOUS OWNER,

Action:

HUMPS RAISE AS HIS
TORSO LOWERS

Timing:

EPISODE # 1025-173

Production :

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ADVENTURE TIME



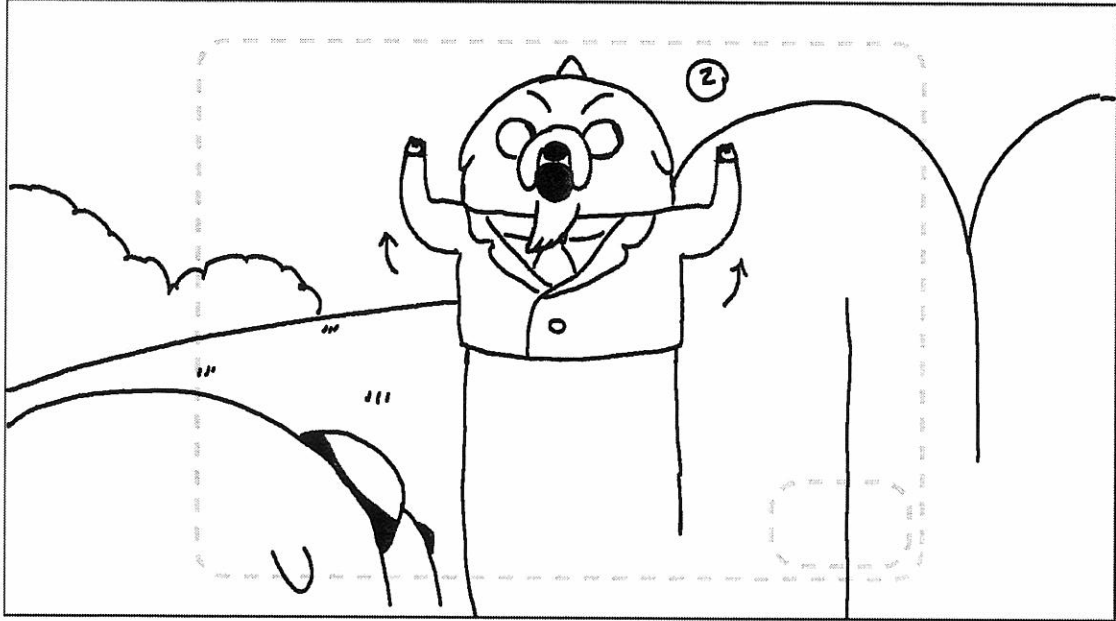
Page 58

Sc. 30

Pnl. E

Bg.

day night

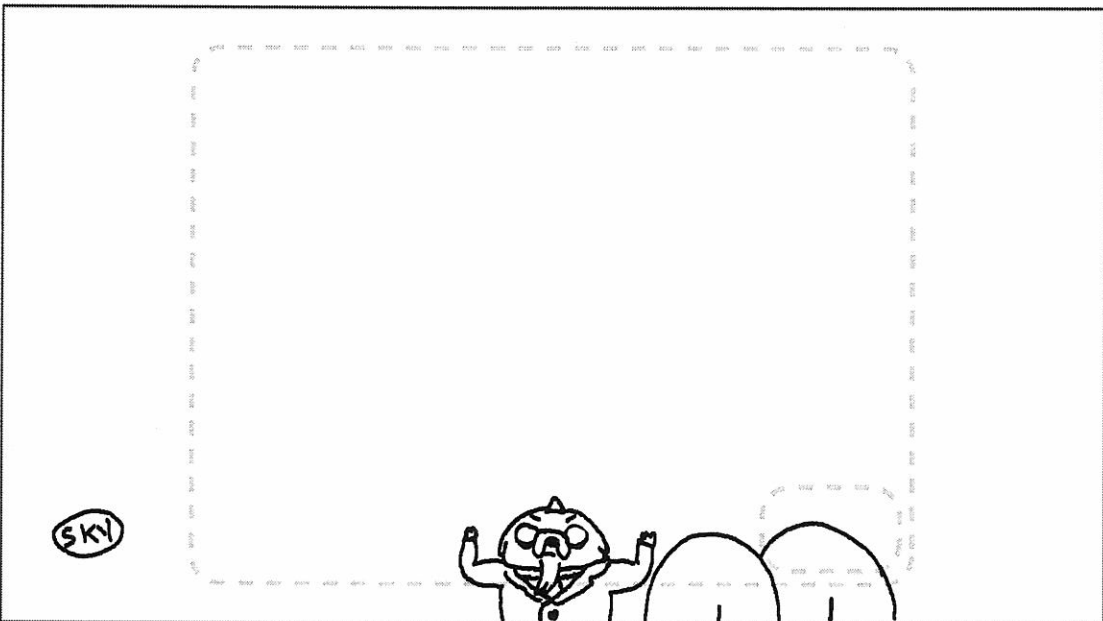


Sc. 31

Pnl. A

Bg.

day night



Dialog:	① <u>MARCELINE THE</u> <u>VAMPIRE QUEEN!</u> ②	
Action:		
Timing:		



④ EASE
FROM 1 to 2
THROUGHOUT THE
LINE.

EPISODE # 1025-173

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ADVENTURE TIME



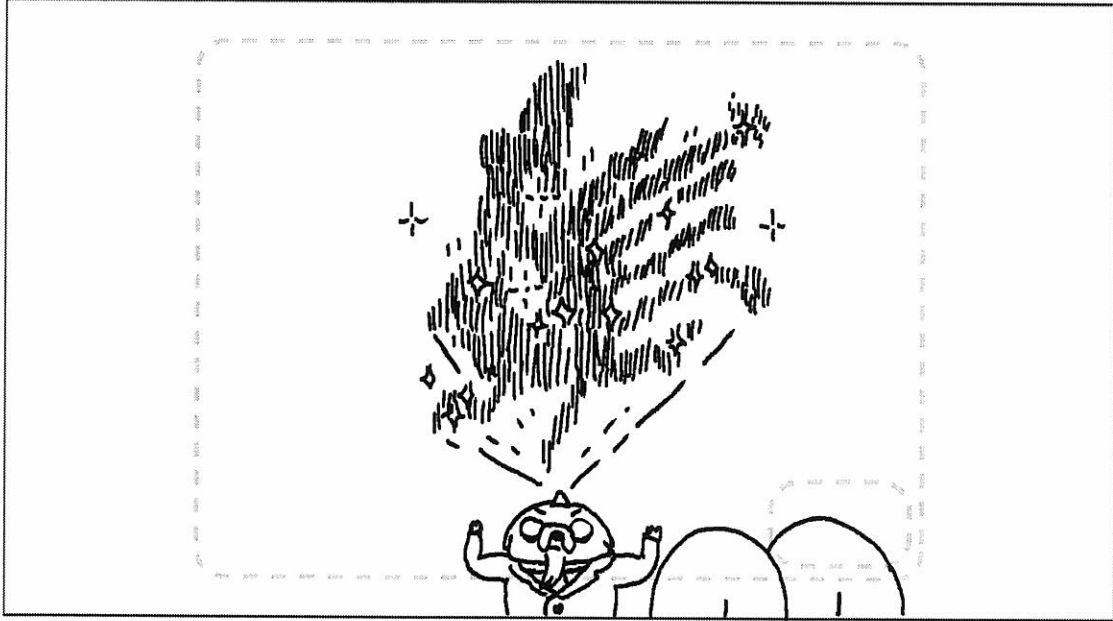
Page _____

Sc. 31

Pnl. B

Bg.

day night

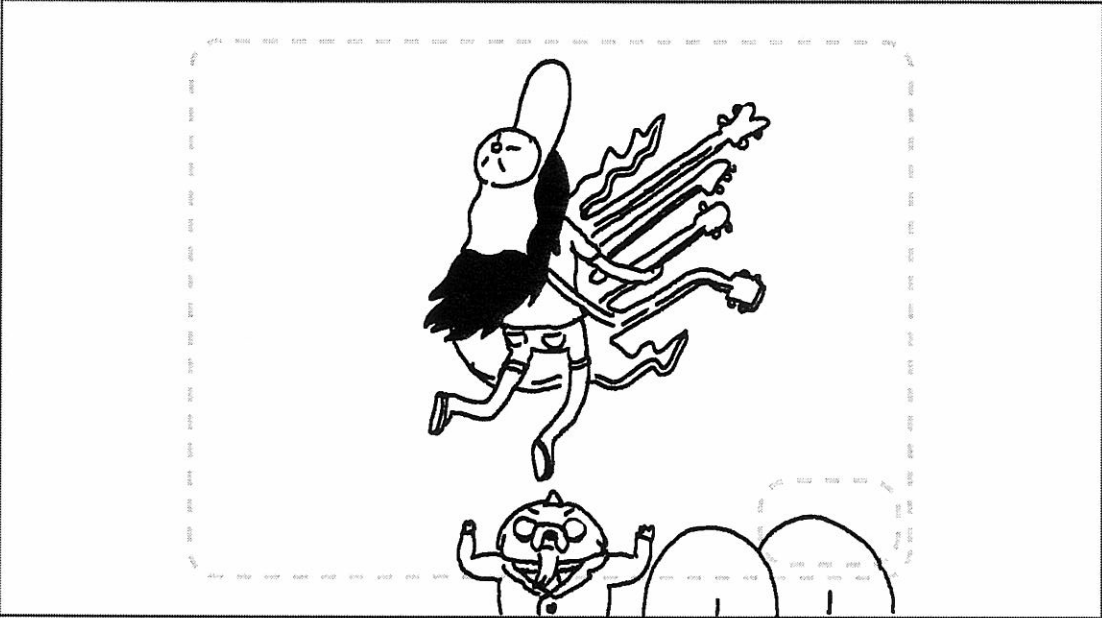


Sc. 31

Pnl. C

Bg.

day night



Dialog:

SFX F F F F .

Action:

Timing:

SFX :PAP:

1025-173

EPISODE #

Production :

ADVENTURE TIME

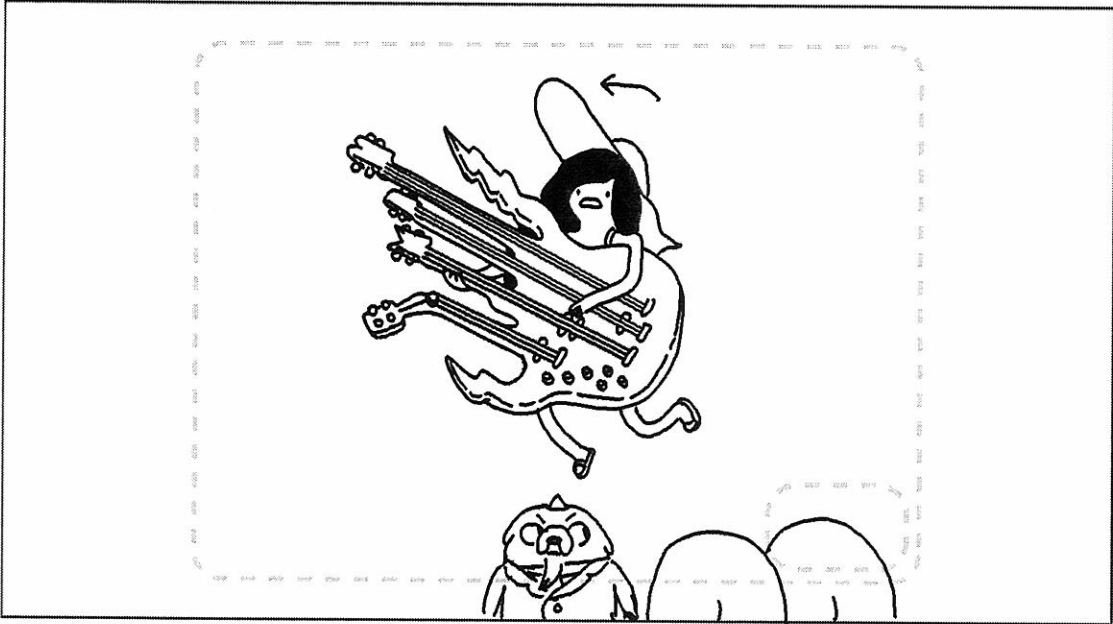


Sc. 31

Pnl. D

Bg.

day night

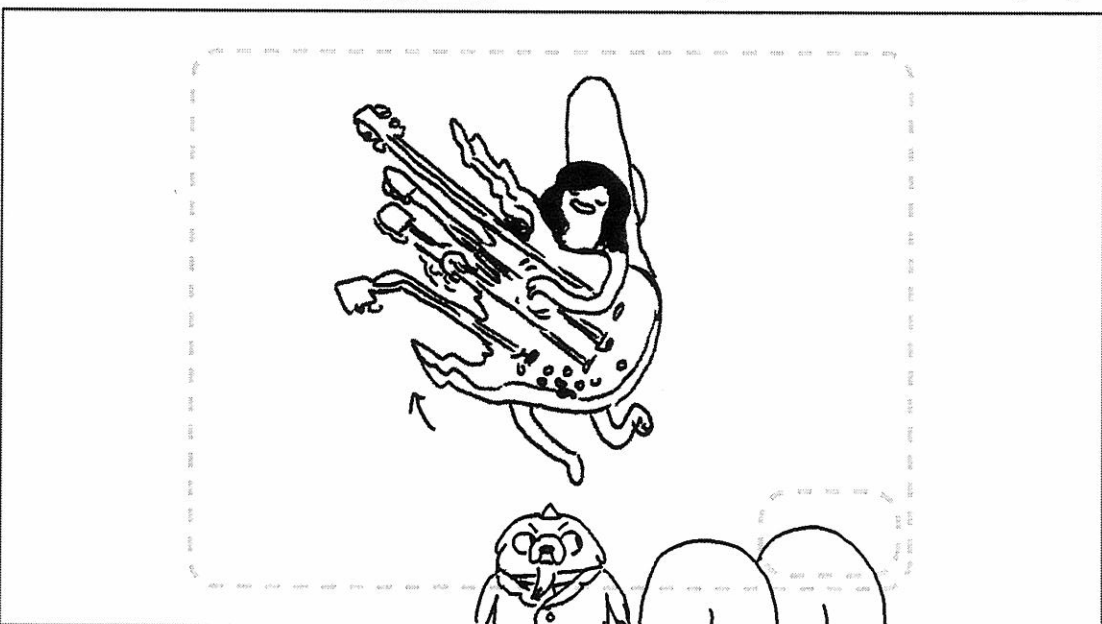


Sc. 31

Pnl. E

Bg.

day night



Dialog:

OH, HEY DUDES! I TRADE - IN
YOUR TREEHOUSE FOR THIS
LUNATIC BASS!

Action:

DOES THIS HAT
COVER ENOUGH FOR

Timing:

THE SUN? - s.w.

WHOOOOOOPS

ALTS: - SOOOOOOOOO RRY!

PLAYING THE BASS

1025-173

EPISODE #

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ADVENTURE TIME



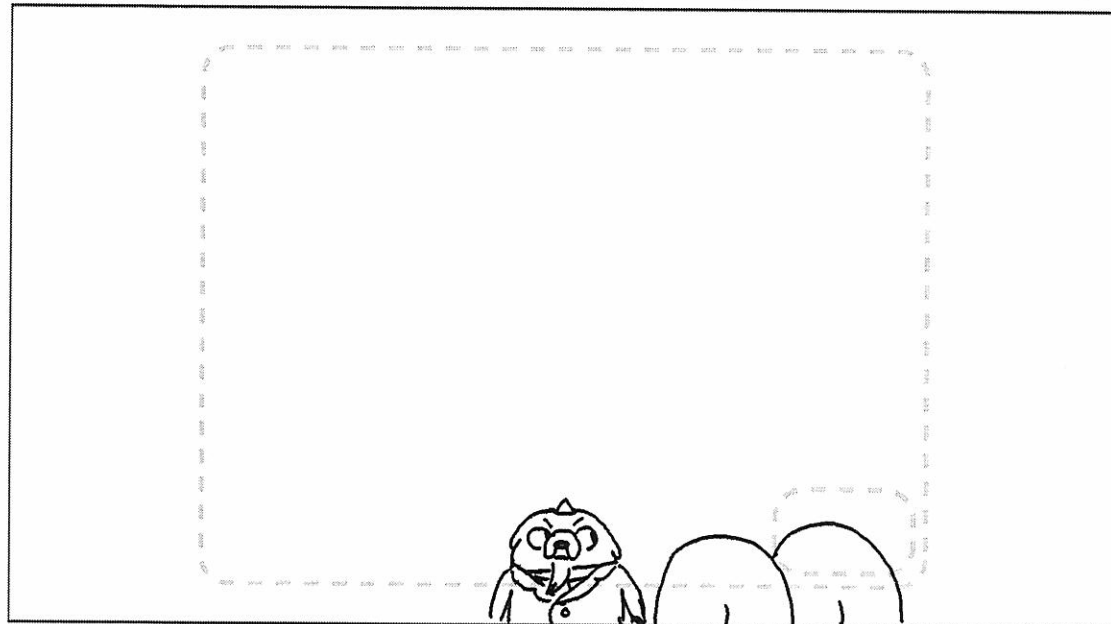
Page 61

Sc. 31

Pnl.

Bg.

day night

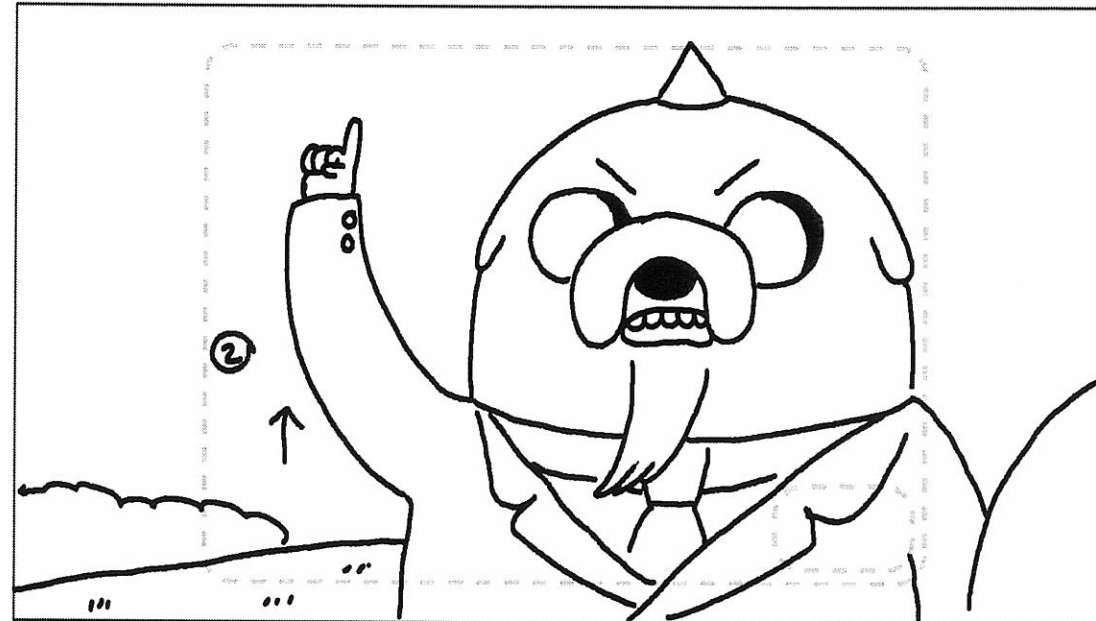


Sc. 32

Pnl. A

Bg.

day night



Dialog:

(SFX) / P A P :

(Kkw) / WHEN;

Action:

Timing:



EPISODE # 1025-173

Production :

ADVENTURE TIME



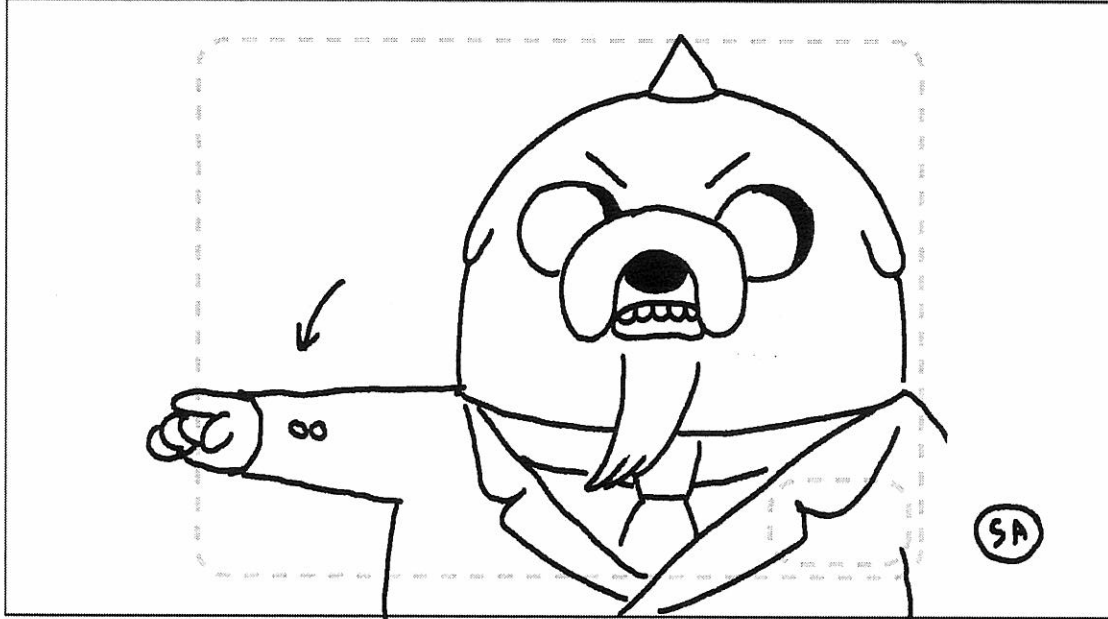
Page _____

Sc. 32

Pnl. B

Bg.

day night

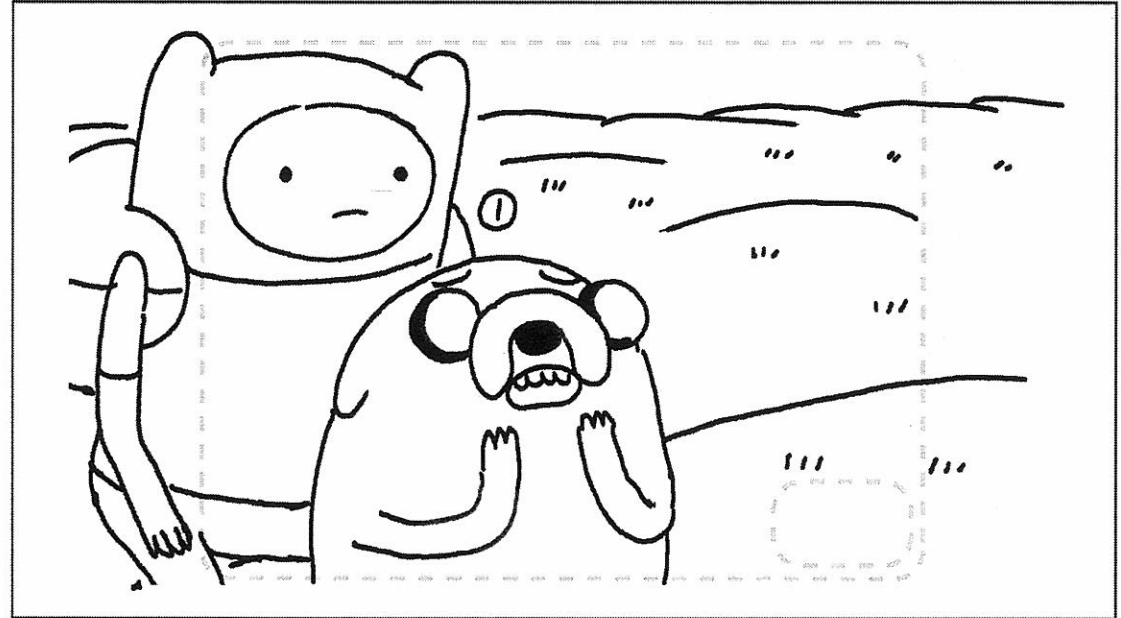


Sc. 33

Pnl. A

Bg.

day night



Dialog:

(KKW) EFFECTIVE
IMMEDIATELY!

Action:

Timing:



STANDS
UP.

①/ BUT SON,

1025-173

EPISODE #

Production :

ADVENTURE TIME

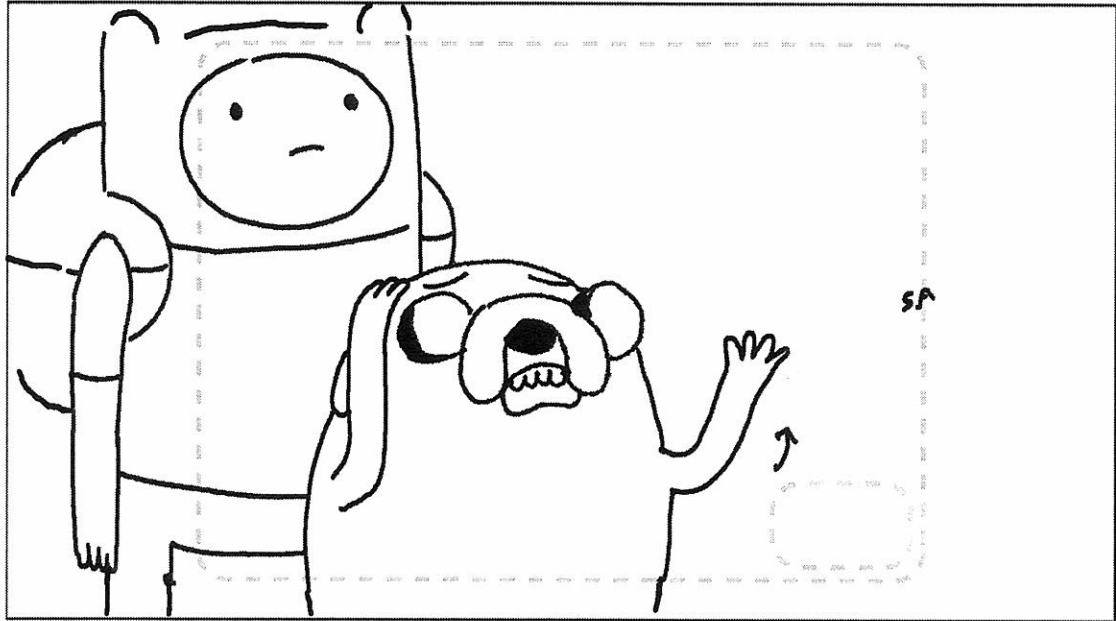


Sc. 33

Pnl. B

Bg.

day night

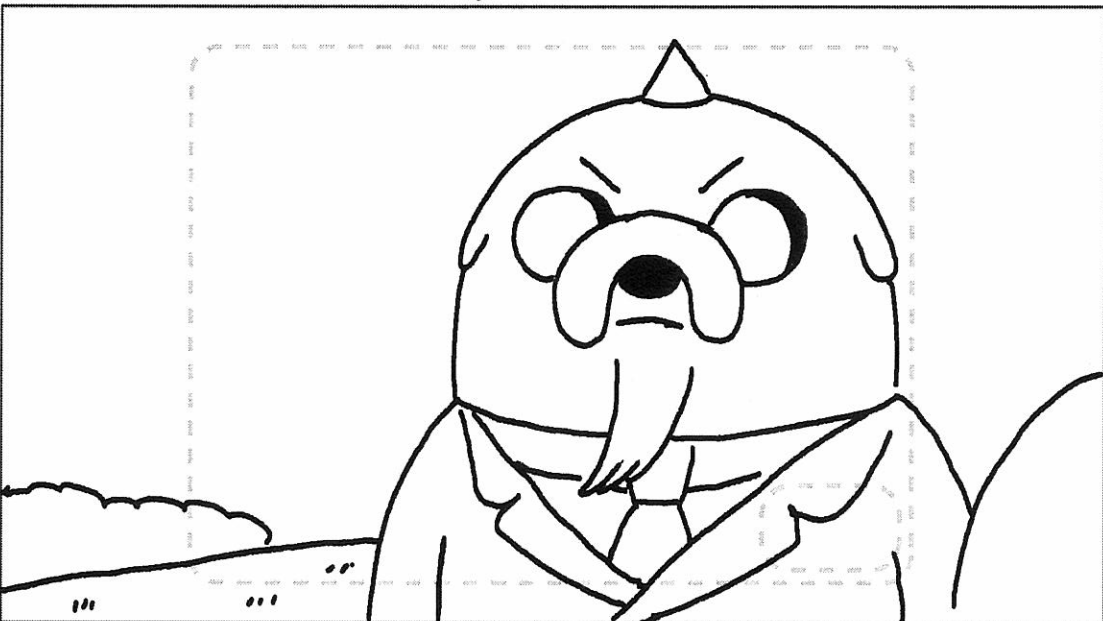


Sc. 34

Pnl. A

Bg.

day night



Dialog:	① - WHY!?
Action:	≡ BEAT ≡
Timing:	

Production :

EPISODE #

1025-173

ADVENTURE TIME

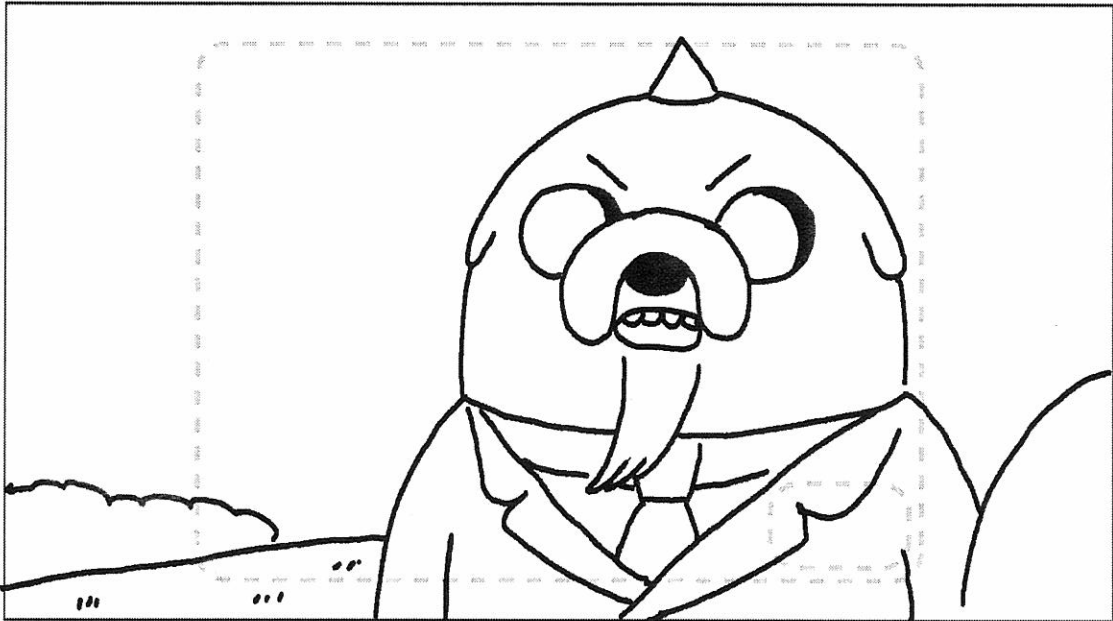


Sc. 34

Pnl. 8

Bg.

day night

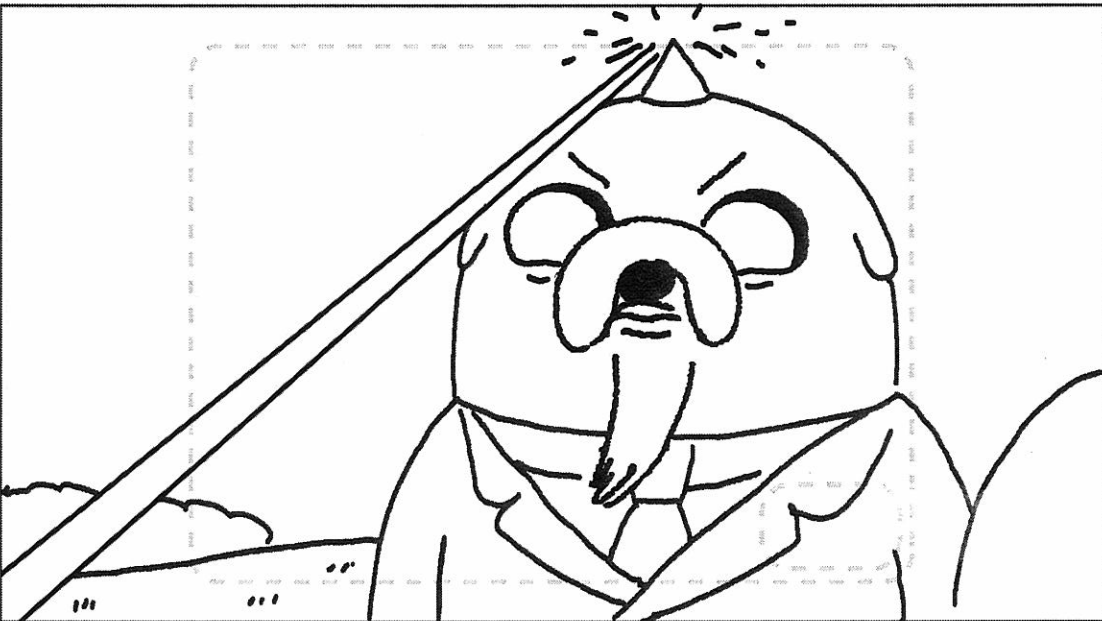


Sc. 34

Pnl. c

Bg.

day night



Dialog:
<div>KKW/ WE WILL CONUENE AT THE PROPERTY.</div> <div>= ZIP =</div>
Action:
Timing:

ADVENTURE TIME

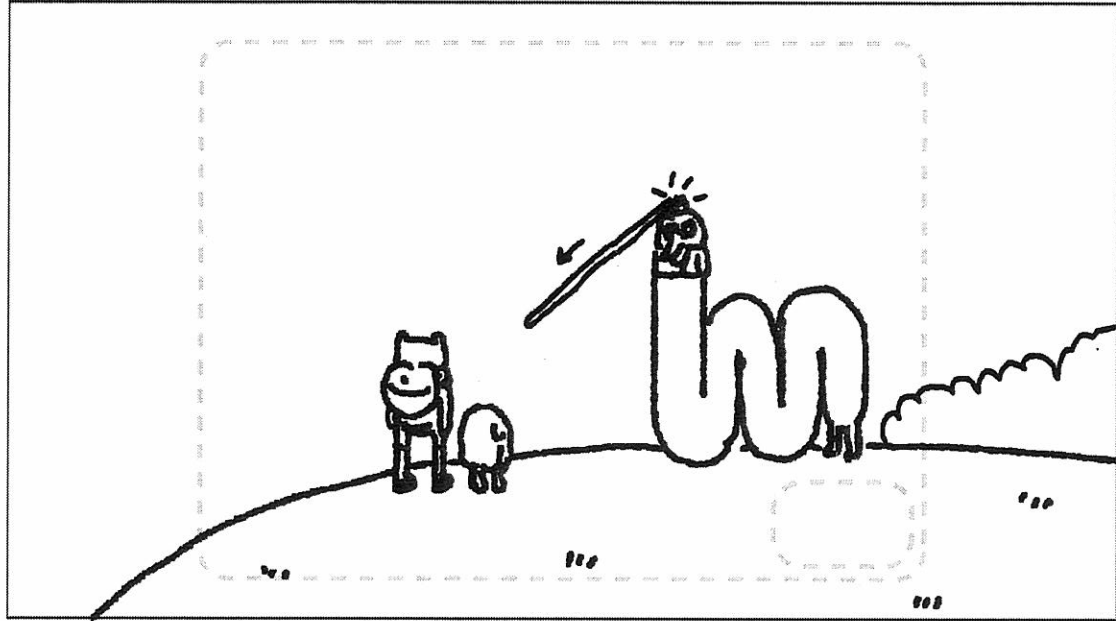


Sc. 35

Pnl. A

Bg.

day night

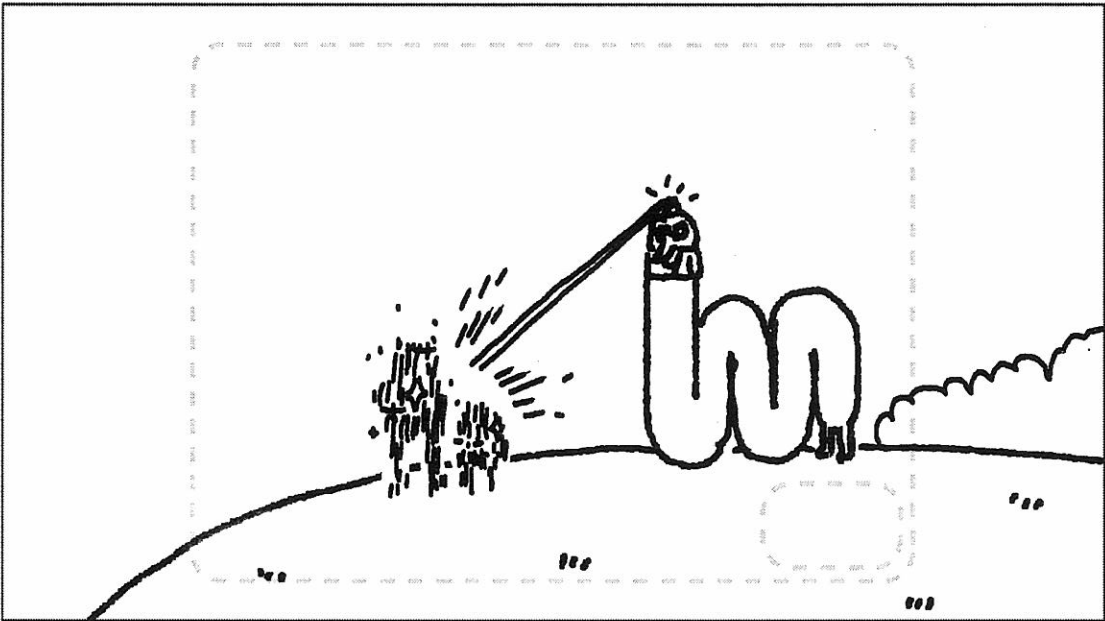


Sc. 35

Pnl. B

Bg.

day night



Dialog:
Action: START POS.
Timing:

ADVENTURE TIME



Sc. 36

Pnl. A

Bg.

day night

Sc. 36

Pnl. B

Bg.

day night

Dialog:	
Action:	ROTATING LIKE ON A LAZY SUSAN, IN A GREY NETHER-LAND.
Timing:	

Production :

1025-173

EPISODE #

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ADVENTURE TIME

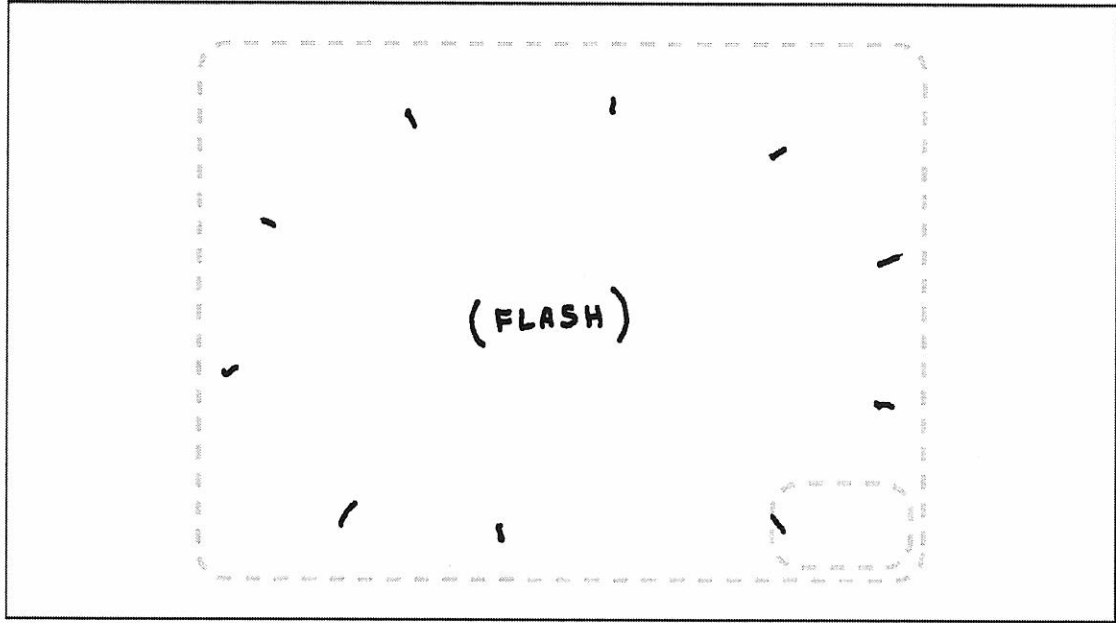


Sc. 37

Pnl. A

Bg.

day night

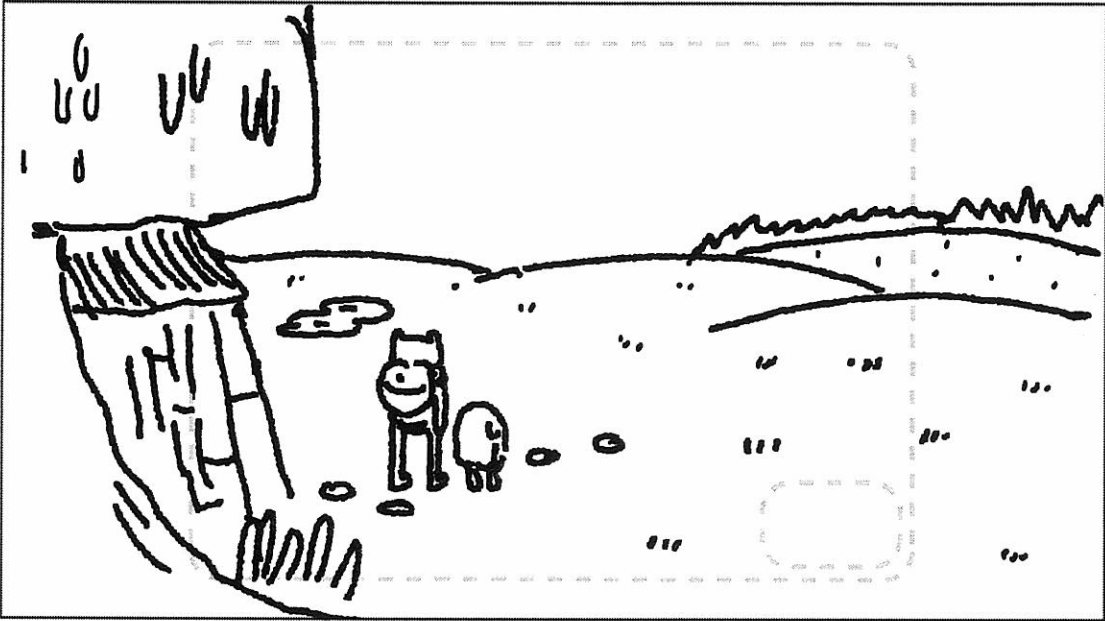


Sc. 37

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-173
Production :

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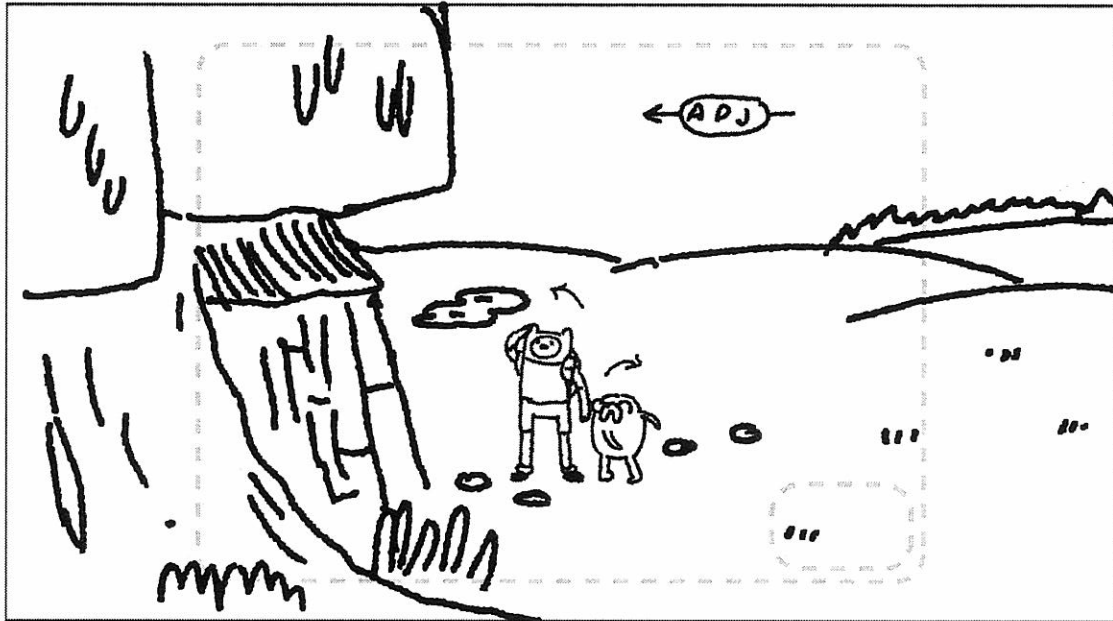
ADVENTURE TIME



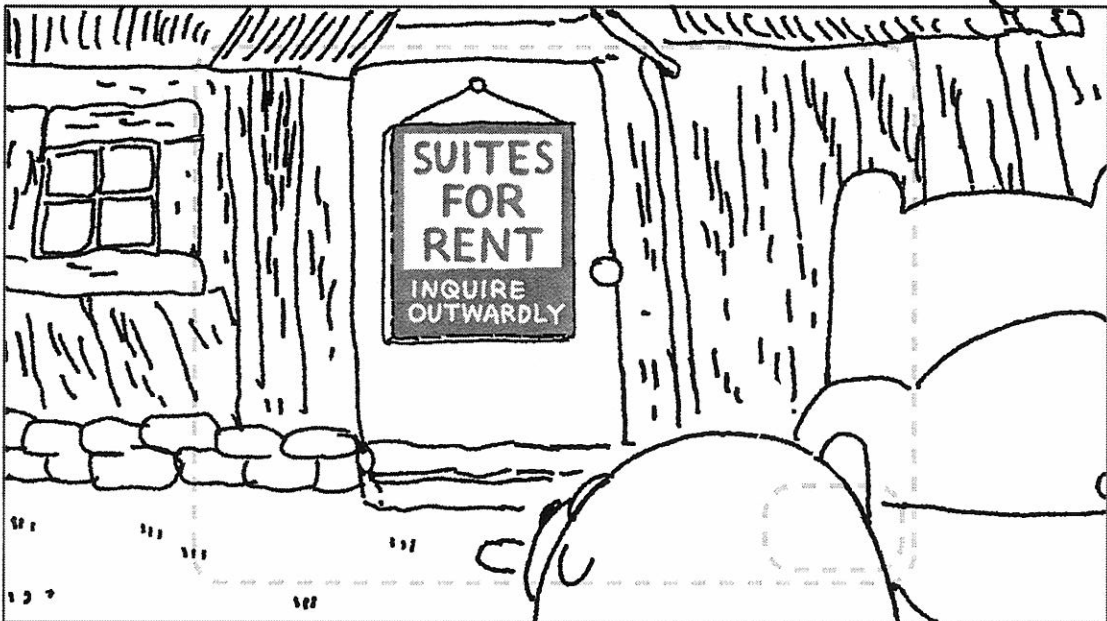
NO 68! oops!

Page 69

Sc. 37 Pnl. c Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:
Action: F + J FIGURING OUT WHERE THEY ARE ,
Timing:

EPISODE # 1025-173
Production :

ADVENTURE TIME

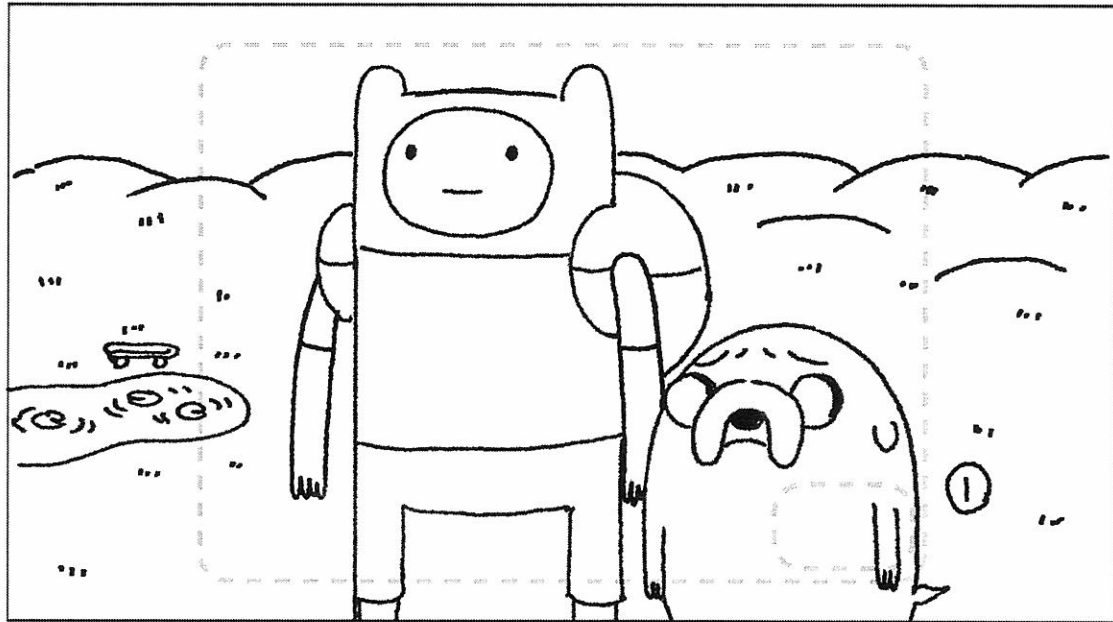


Sc. 39

Pnl. A

Bg.

day night

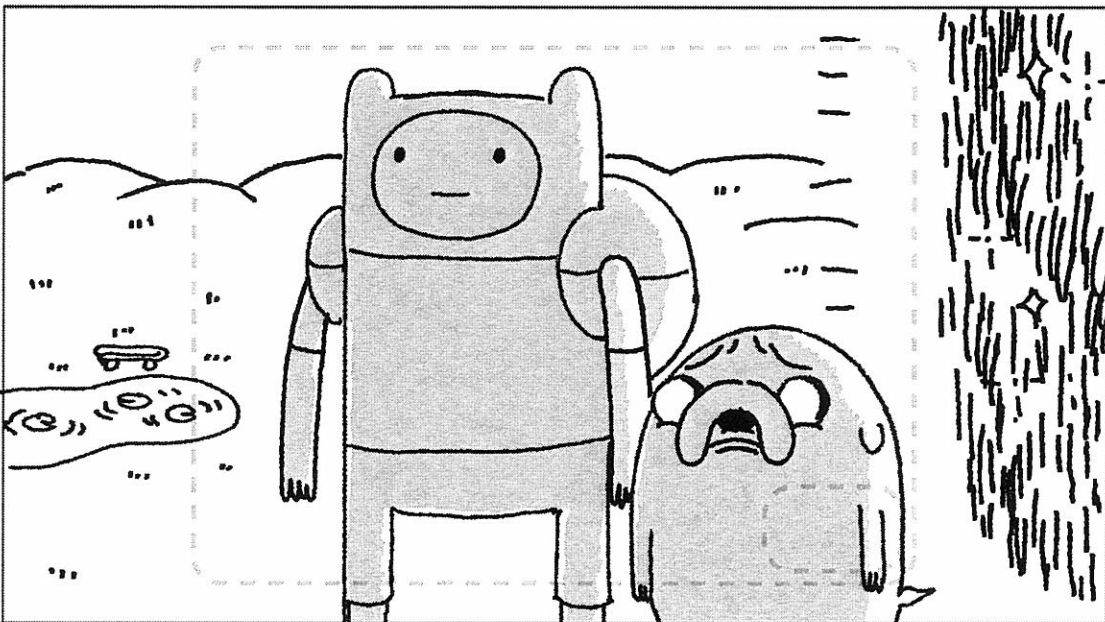


Sc. 39

Pnl. B

Bg.

day night



Dialog:	① / ① → ② E H H H H.	(SFX) / ≡ P A P ≡
Action:	MIRRORING JAKE'S SAD FACE / NOISE	
Timing:	IN "PUHOY."	



EPISODE # 1025-173

Production :

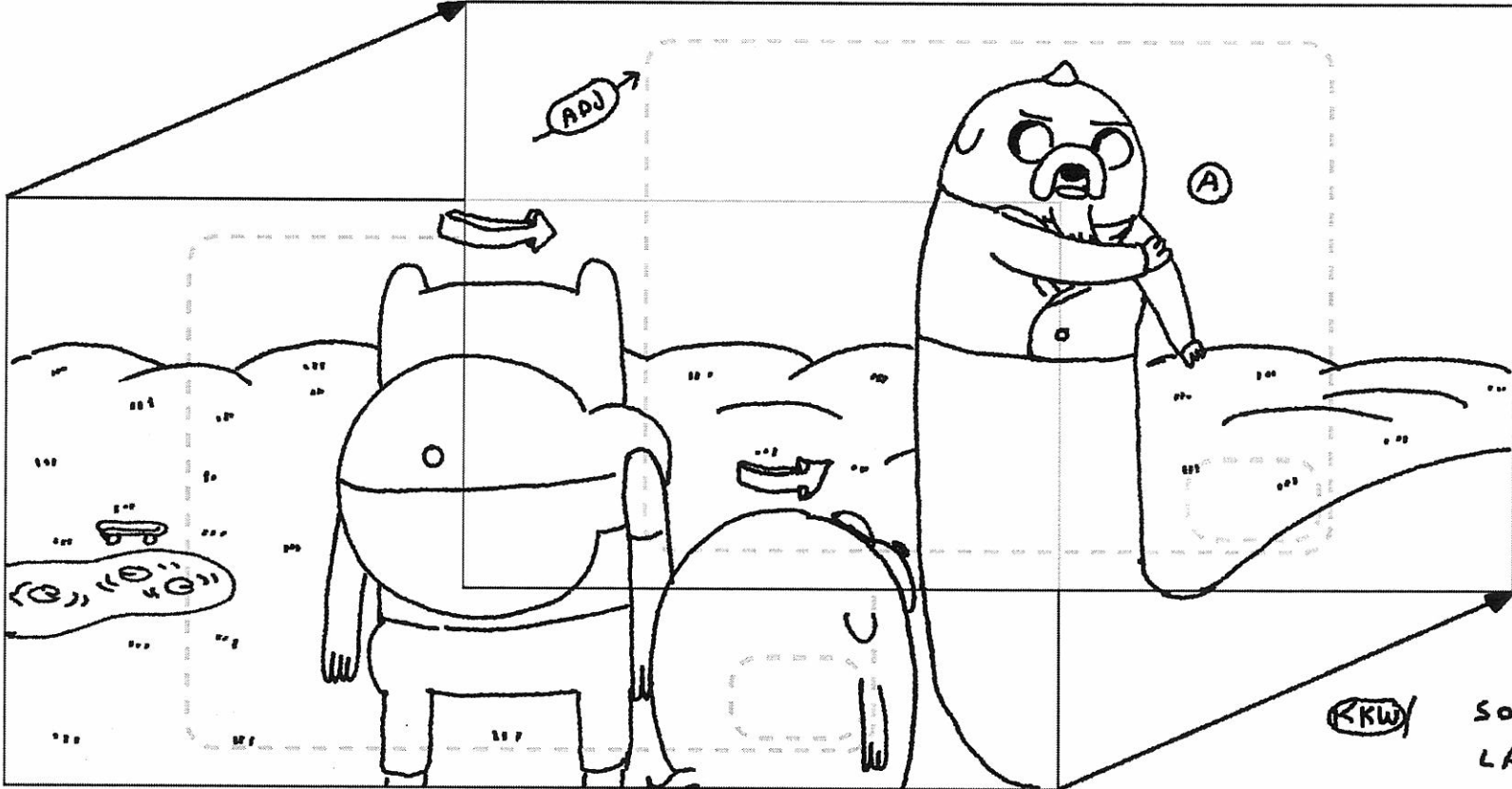
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ADVENTURE TIME



Pe 71

Sc. 39 Pnl. C Bg. day night



Dialog:

(KW) SORRY I'M LATE.

Action:

Timing:



BRUSHES OFF DUST.
(AB), (AB), (AB)

EPISODE # 1025-173
Production :

ADVENTURE TIME

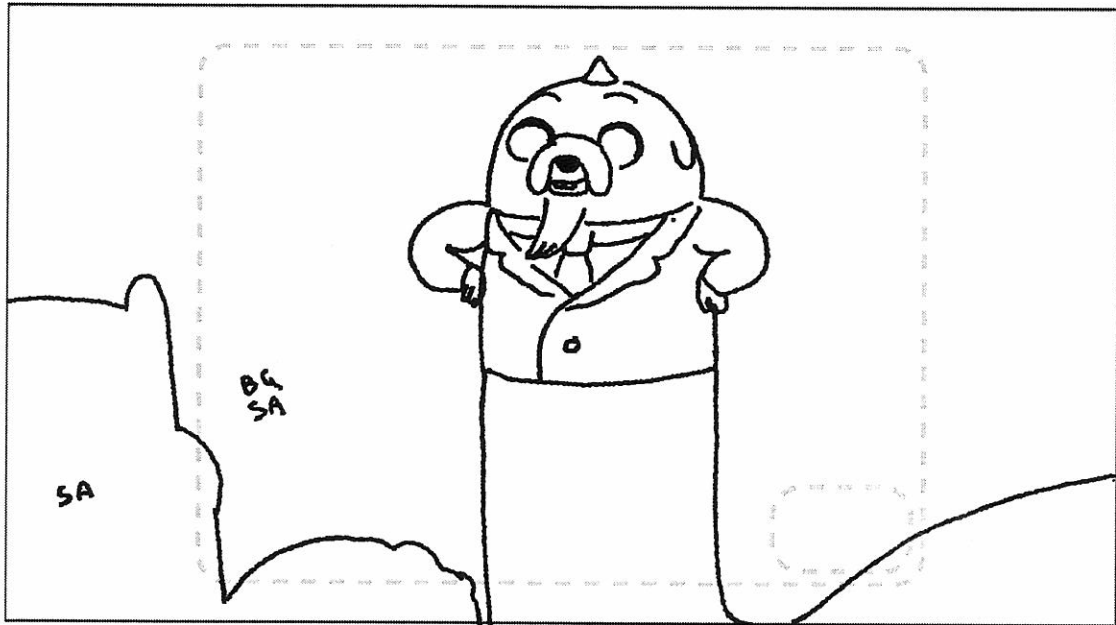


Sc. 39

Pnl. D

Bg.

day night

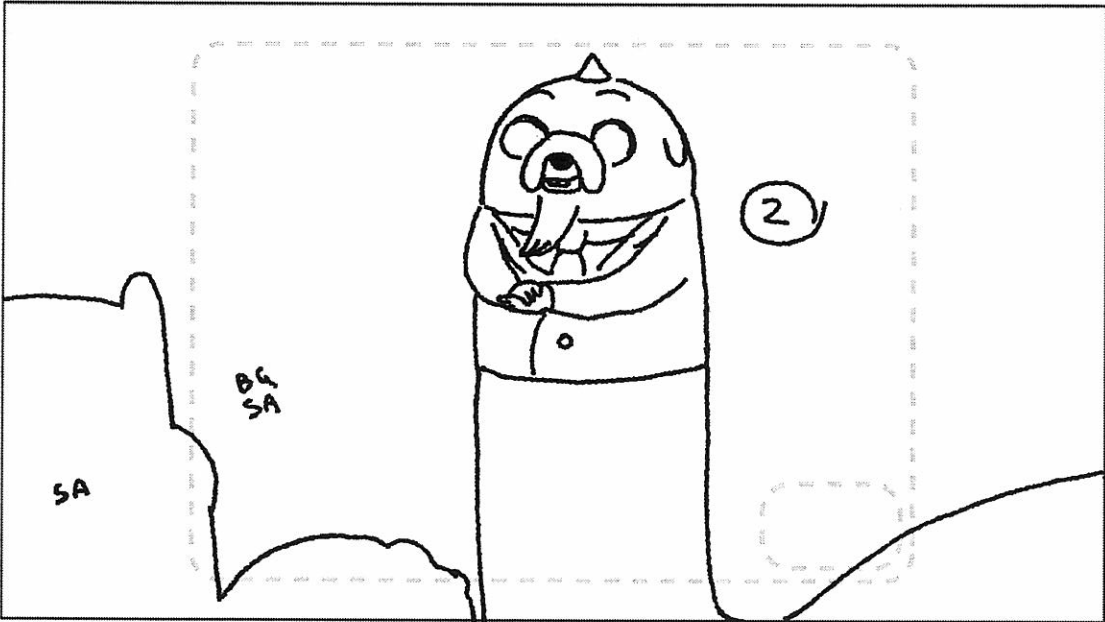


Sc. 39

Pnl. E

Bg.

day night



Dialog:

(KKW) / OH - KAY!

(KKW) / SO
(SFX) CLAP!...

Action:

Timing:



Production :

EPISODE #

1025-173

ADVENTURE TIME



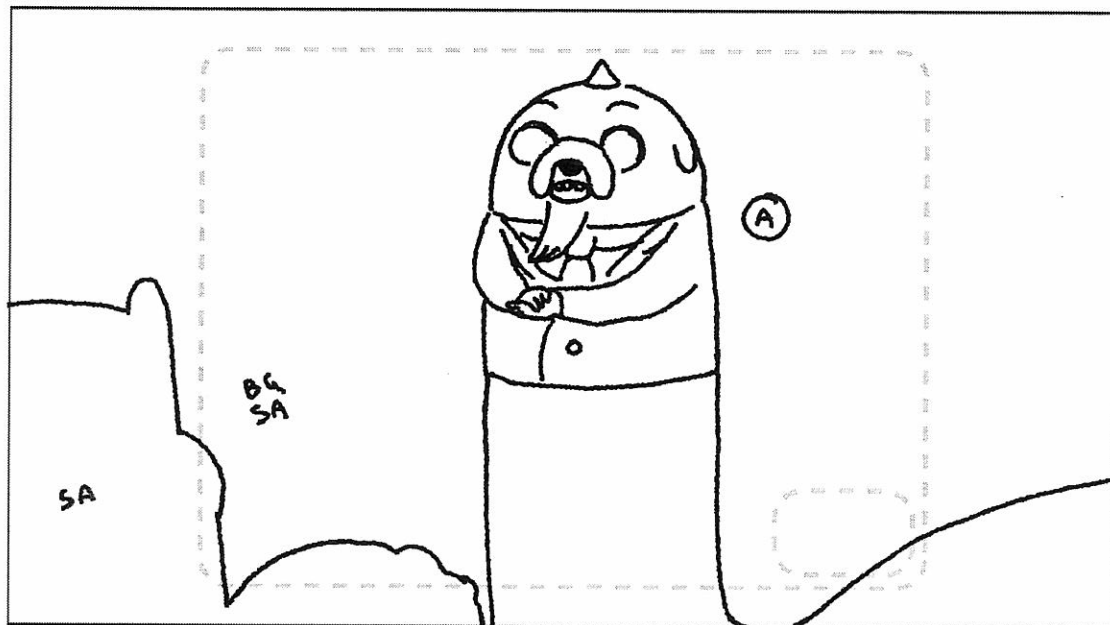
Page 73

Sc. 39

Pnl. F

Bg.

day night

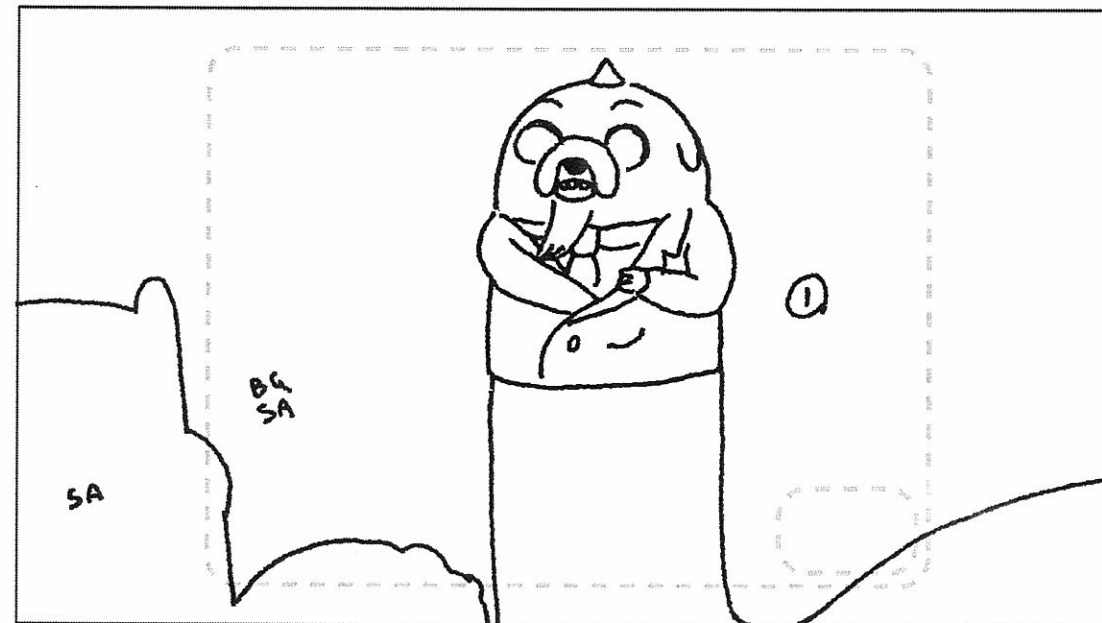


Sc. 39

Pnl. G

Bg.

day night



Dialog:

(KKW) ^A AS THE DEED HOLDER OF THIS TREE HOUSE
I AM NOW YOUR LANDLORD. ^{B A B A} ^{EFFX; PHONE TONE}

(KKW) THE FIRST THING I'M GOING
TO HAVE -

Action:

Timing:



CLAPS
THE SYLLABLES
OF "LANDLORD."

IF THESE CLAPS, WITH
THE PHONE POSES, ARE
TOO MUCH, LOSE 'EM!
- SW.



EPISODE # 1025-173

Production :

ADVENTURE TIME

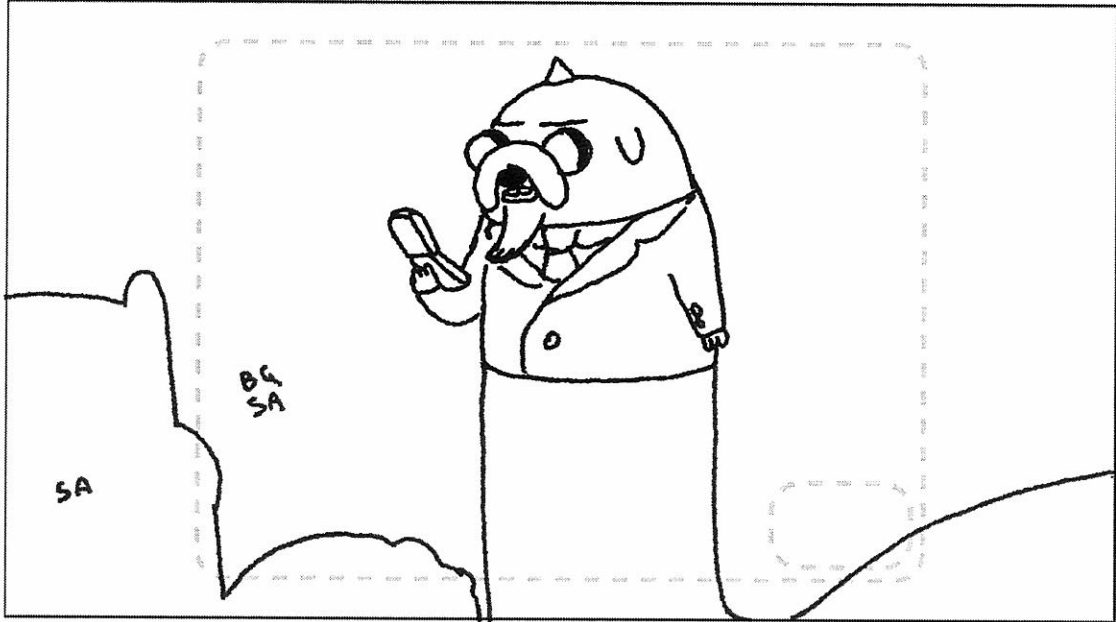


Sc. 39

Pnl. H

Bg.

day night

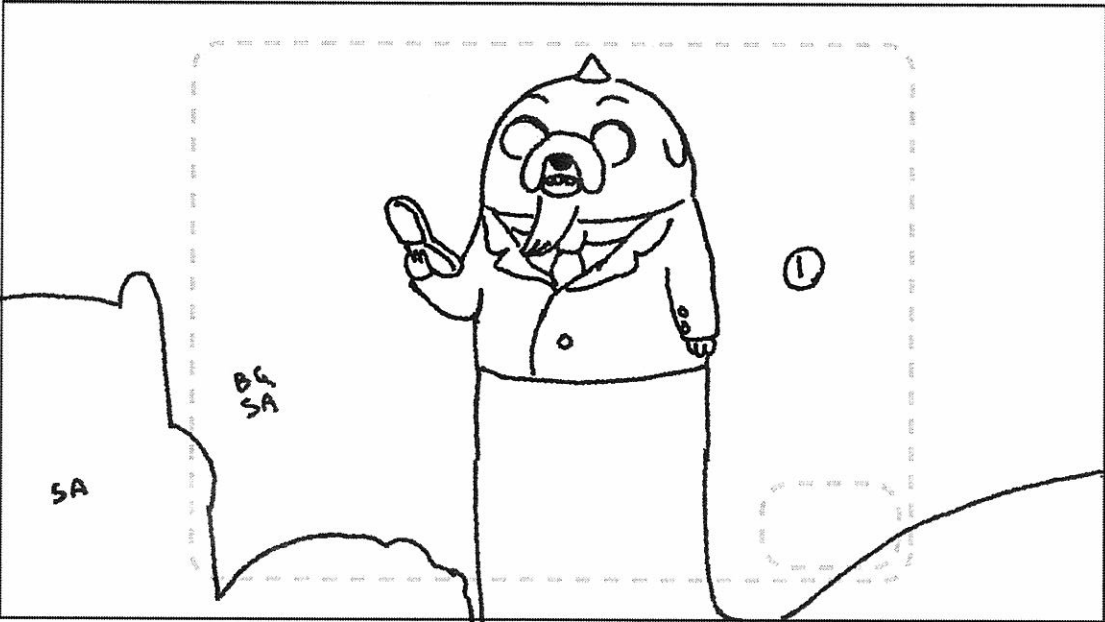


Sc. 39

Pnl. I

Bg.

day night



Dialog:

(KKW) TO ... DOOO .. IS .. ASSS ESS SS ...

Action:

TALKING LIKE
SOMEONE WHO IS
LOOKING AT THEIR
PHONE.

Timing:

(KKW) - YOUR TREASURE ROOM.



(SFX) SNAP!

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Production :

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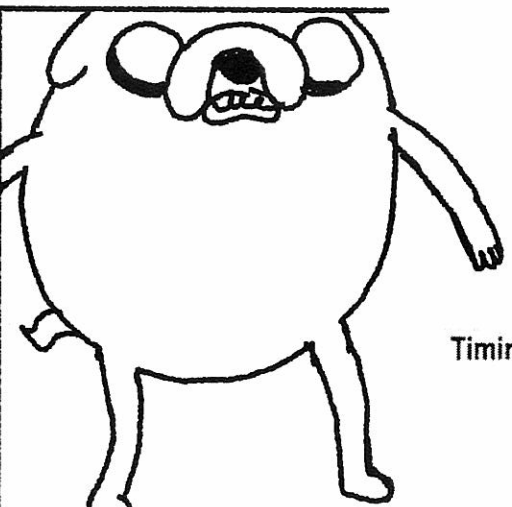
ADVENTURE TIME



Sc. **40** Pnl. **A** Bg. day night

Sc. **40** Pnl. **B** Bg. day night

Dialog:



Q But son! I'm ya pop! I'm ya pop-pop-pop, what -

Action:

Timing:

EPISODE # 1025-173

Production :

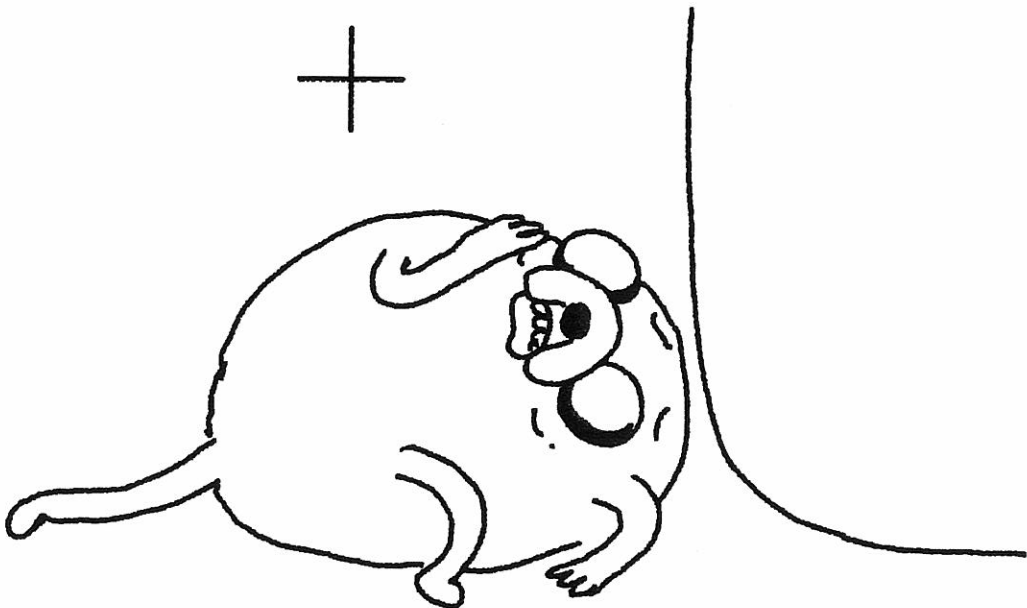
ADVENTURE TIME



Sc. **40**

Pnl. **C**

Bg.

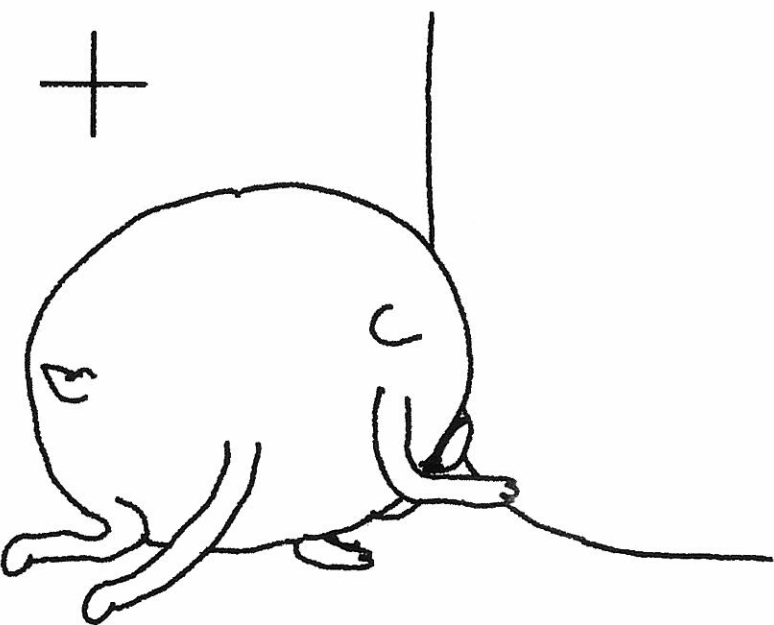


day night

Sc. **40**

Pnl. **D**

Bg.



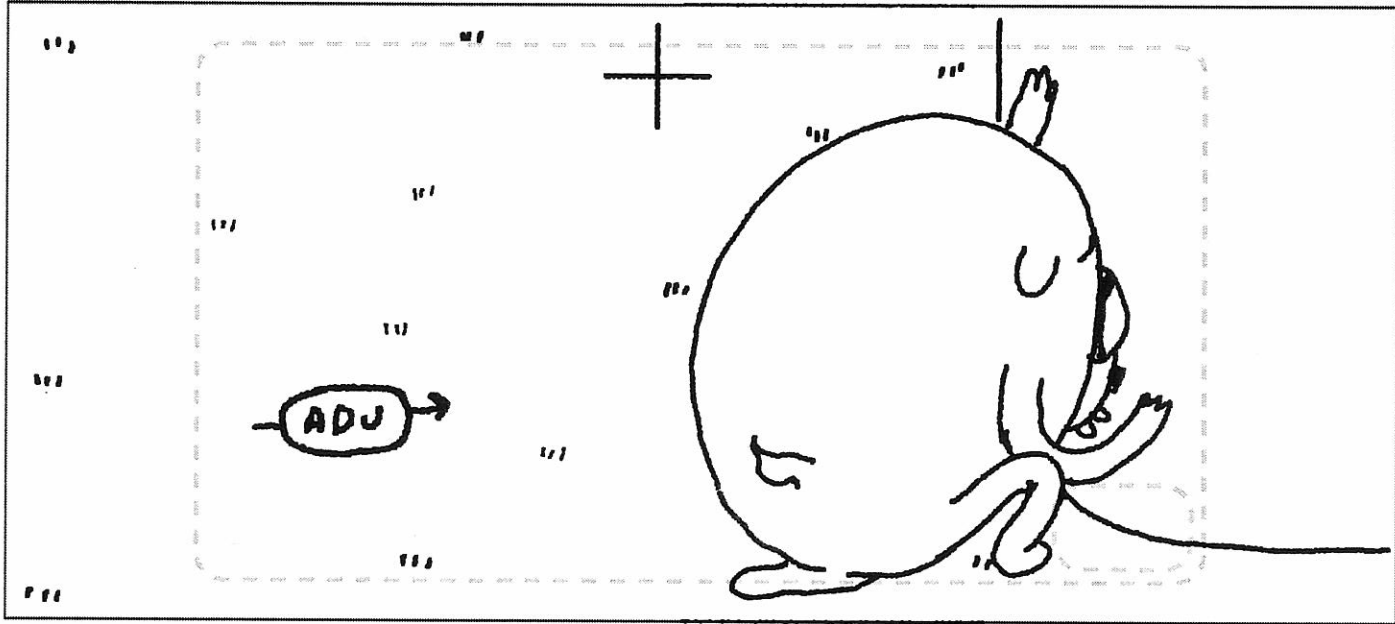
day night

Dialog:
Q - would your mother say, -
Action:
Timing:

ADVENTURE TIME



Sc. 40 Pnl. E Bg. day night



Dialog:
Action:
Timing:

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Production :

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ADVENTURE TIME



Sc. 40

Pnl. F

Bg.

day night

BG
SA

Sc. 40

Pnl. G

Bg.

day night

BG
SA

Dialog:
①/ - doing this to your poor pip-pop!
Action:
Timing:

EPISODE # 1025-173

Production :

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ADVENTURE TIME

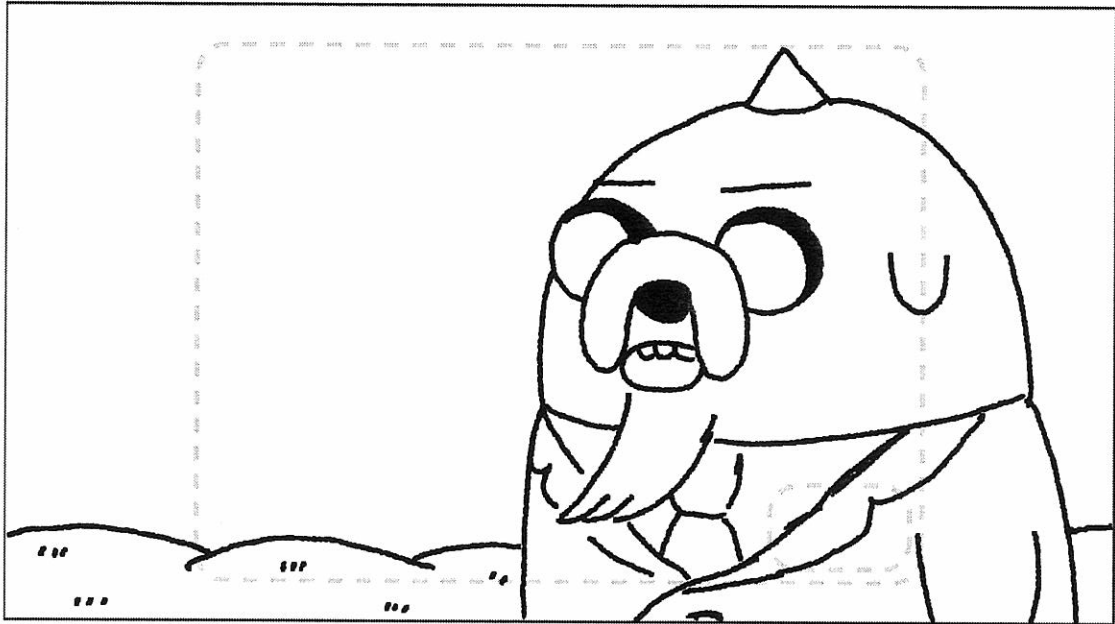


Sc. 41

Pnl. A

Bg.

day night

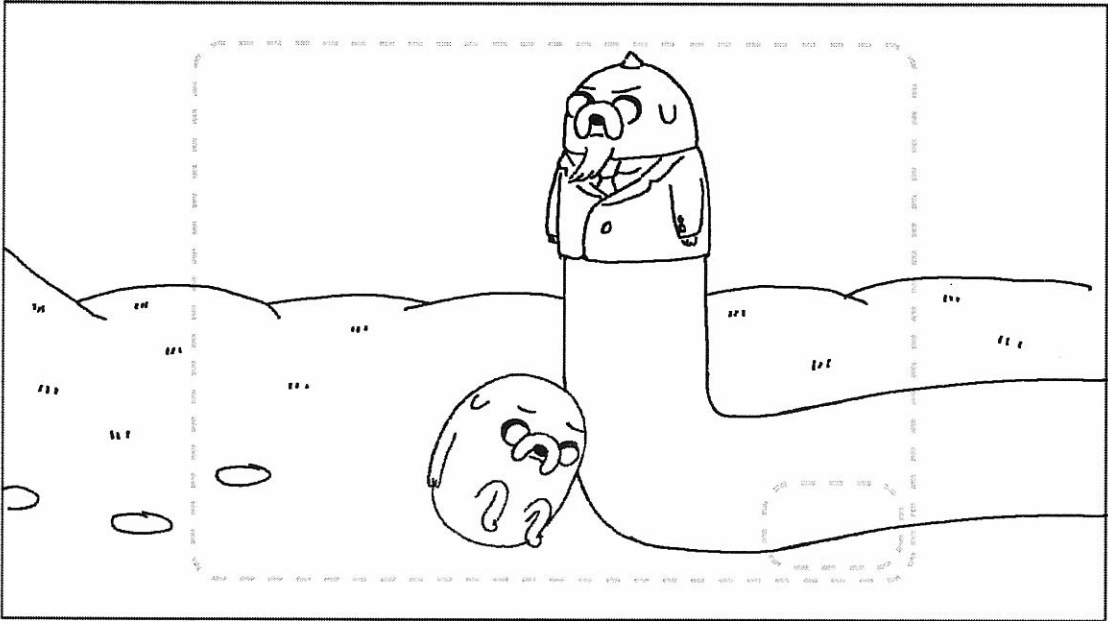


Sc. 42

Pnl. A

Bg.

day night



Dialog:

KKW

I'm SORRY DAD,
DEEDS DON'T BLEED.

Action:

Timing:

EPISODE # 1025-173

Production :

ADVENTURE TIME

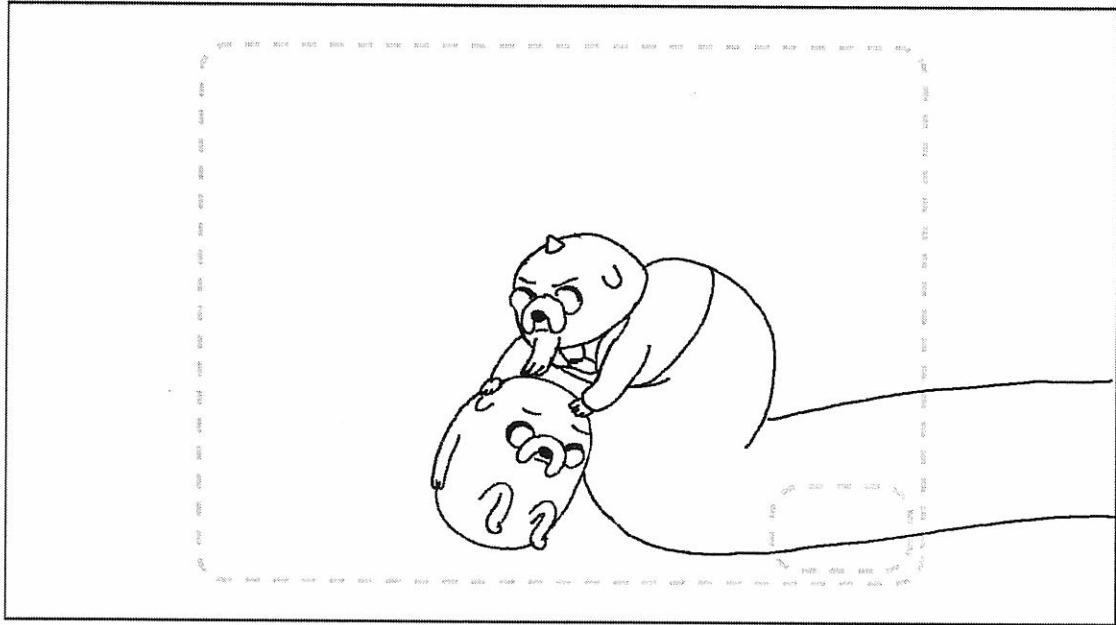


Sc. 42

Pnl. 8

Bg.

day night

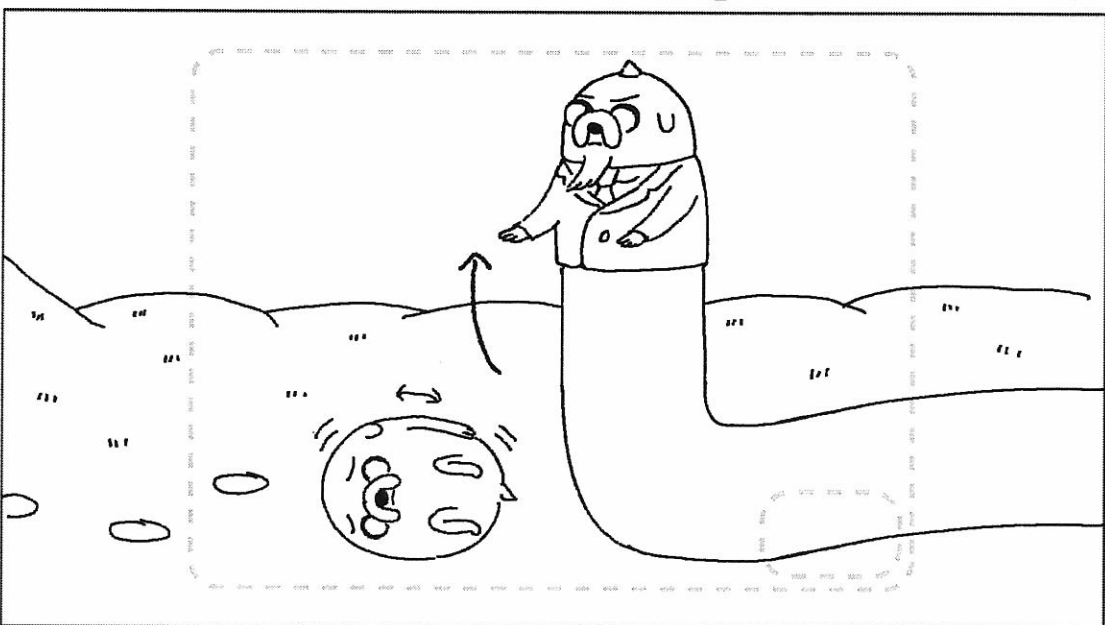


Sc. 42

Pnl. 6

Bg.

day night



Dialog:
Action:
Timing:

ROLLS HIM OFF.

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Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 43 Pnl. A Bg. day night

Dialog:
Action:
Timing:

ADVENTURE TIME



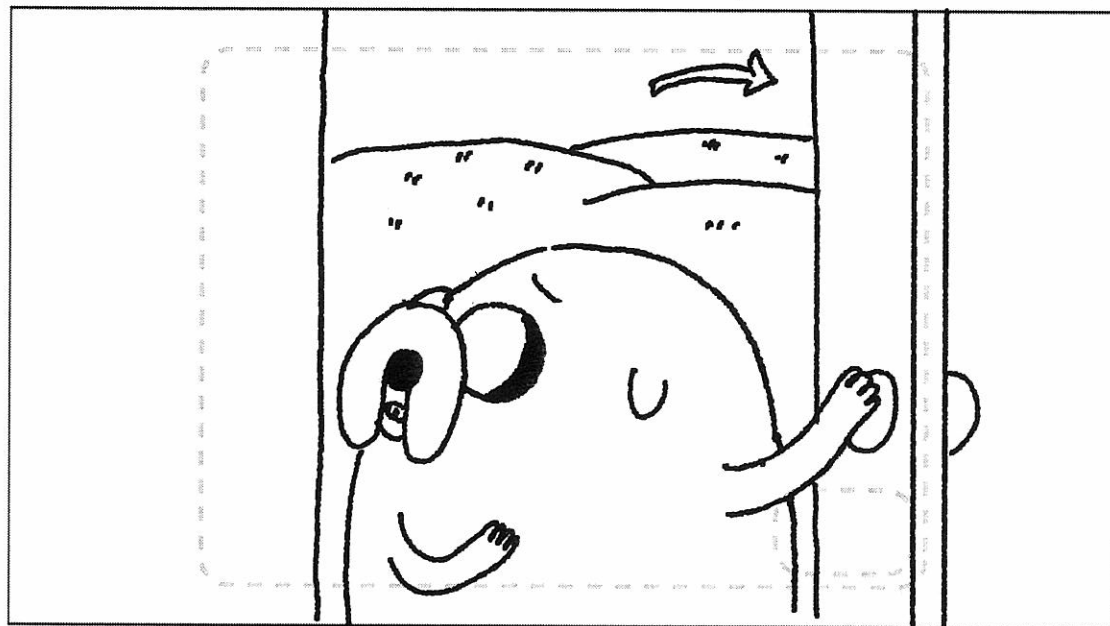
Page 82

Sc. 43

Pnl. β

Bg.

day night

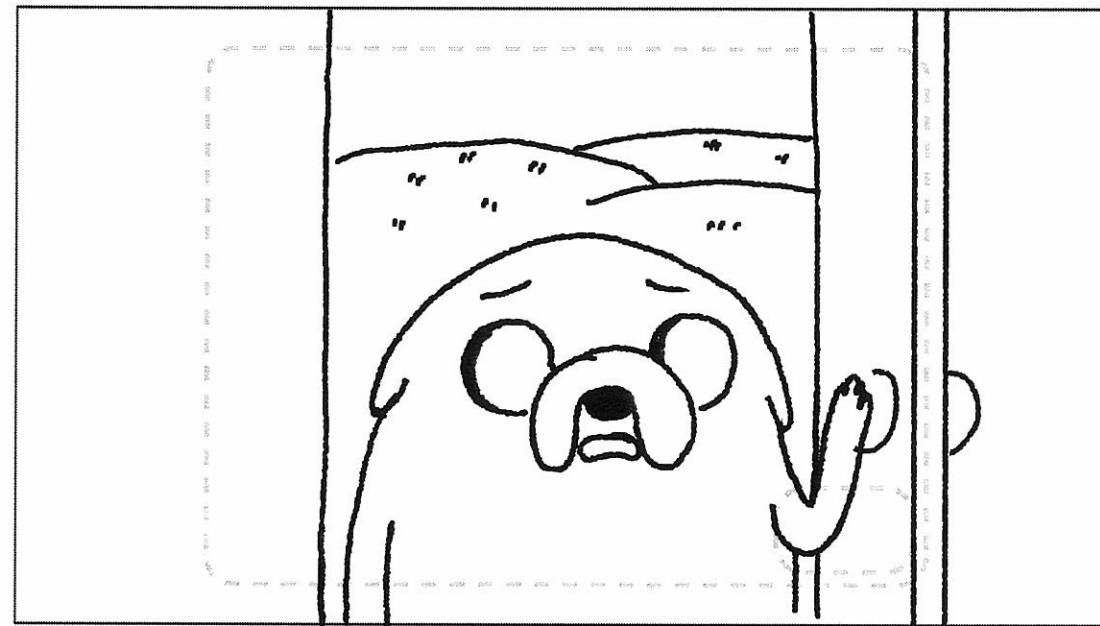


Sc. 43

Pnl. C

Bg.

day night



Dialog:

①/ OKAY SON, GET READY TO BE
GLITTER-STUNNED BY ALL THIS
TREASU-

①/ OH YA.

Action:

Timing:

EPISODE # 1025-173

Production :

ADVENTURE TIME

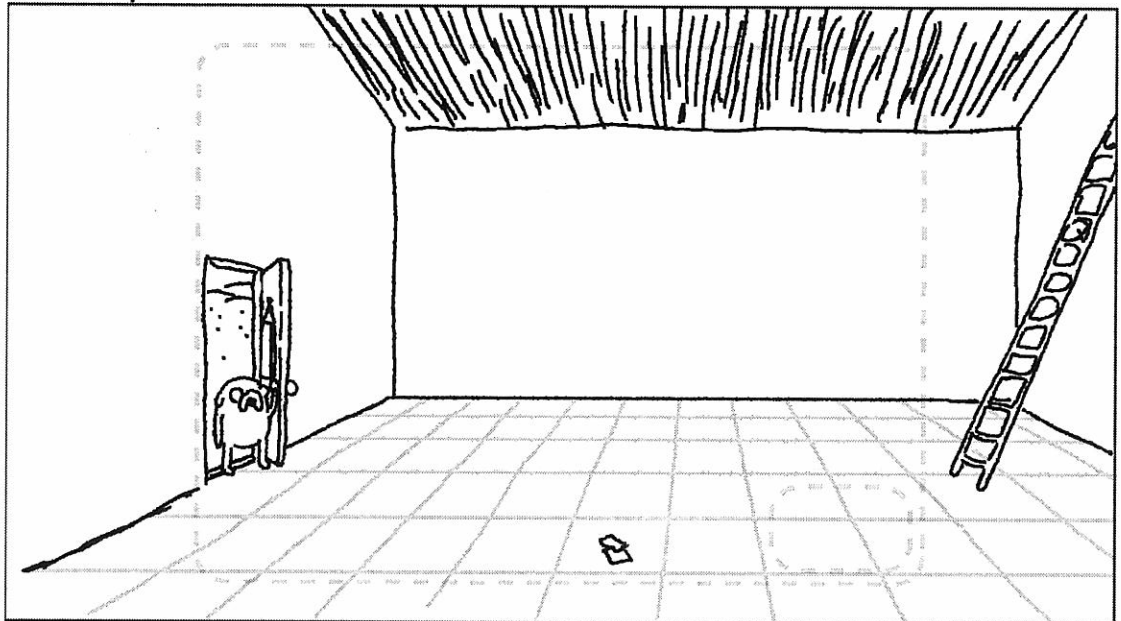


Sc. 44

Pnl. A

Bg.

day night

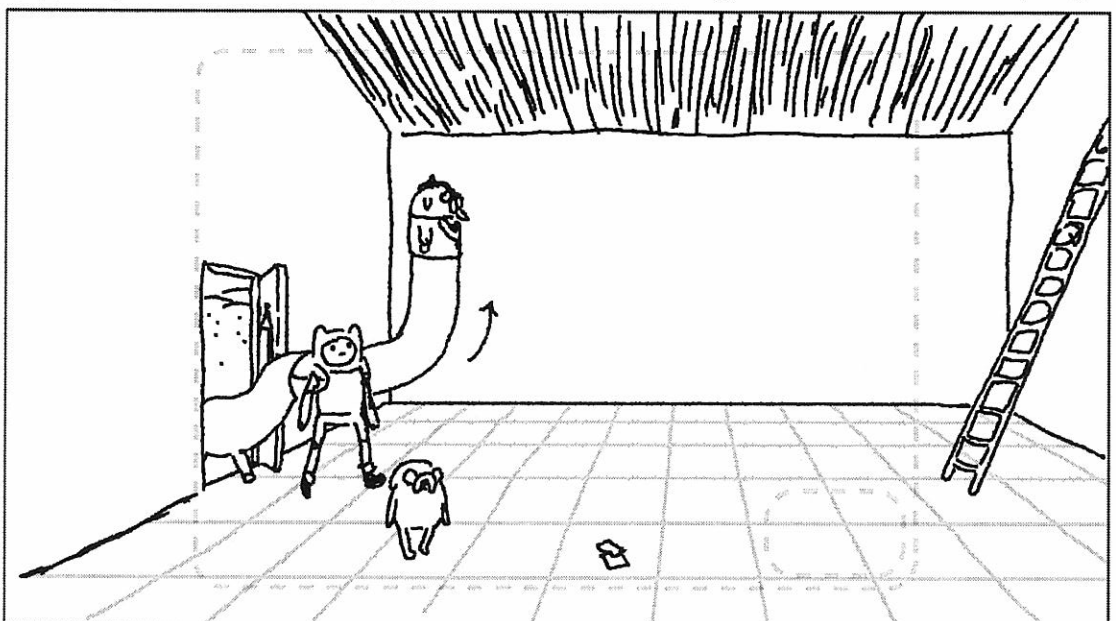


Sc. 44

Pnl. B

Bg.

day night



Dialog:	(J) (ECHOY, LIKE IN A NEW APARTMENT) / WE SPENT ALL OF IT.
Action:	
Timing:	

EPISODE # 1025-173
Production :

ADVENTURE TIME

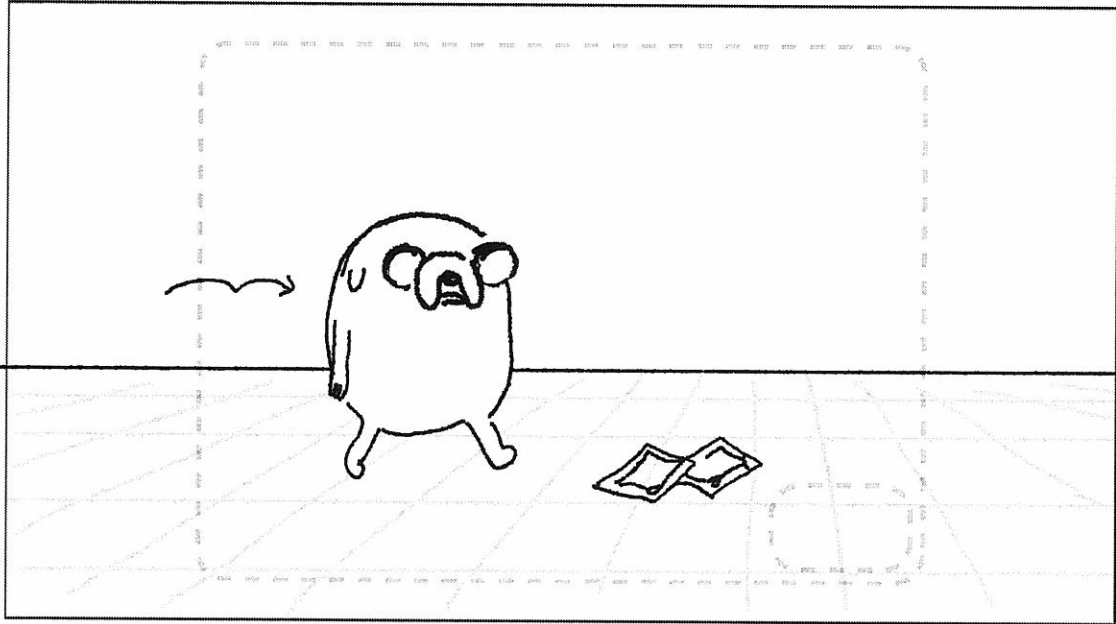


Sc. 4S

Pnl. A

Bg.

day night

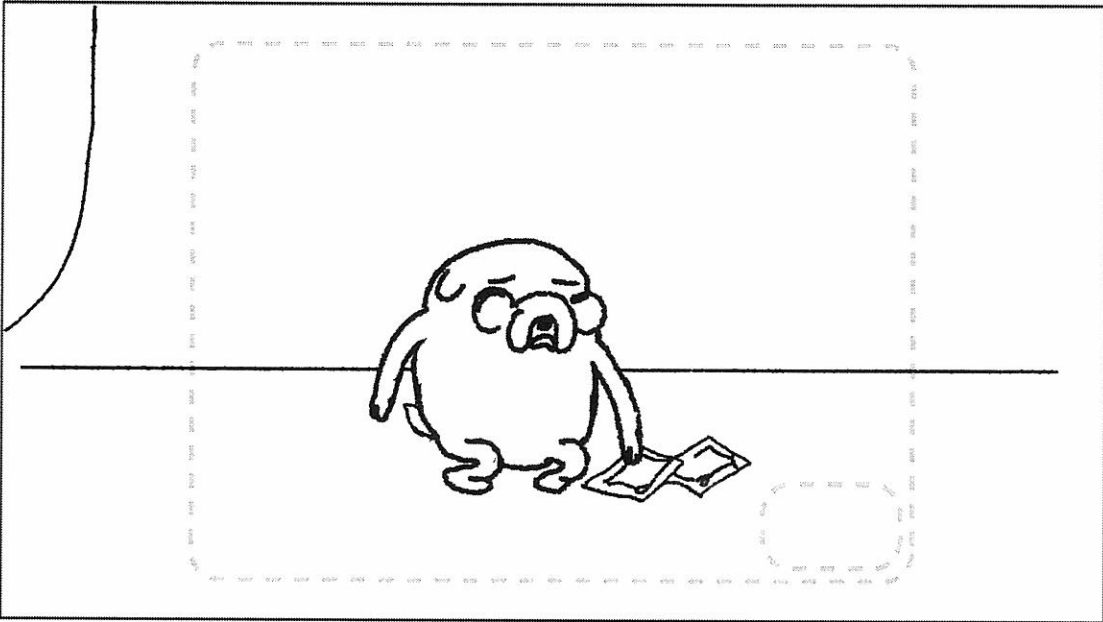


Sc. 4 S

Pnl. B

Bg.

day night



Dialog:

①/

ALL WE HAVE LEFT ARE THESE
VINTAGE PHOTOS I GOT

Action:

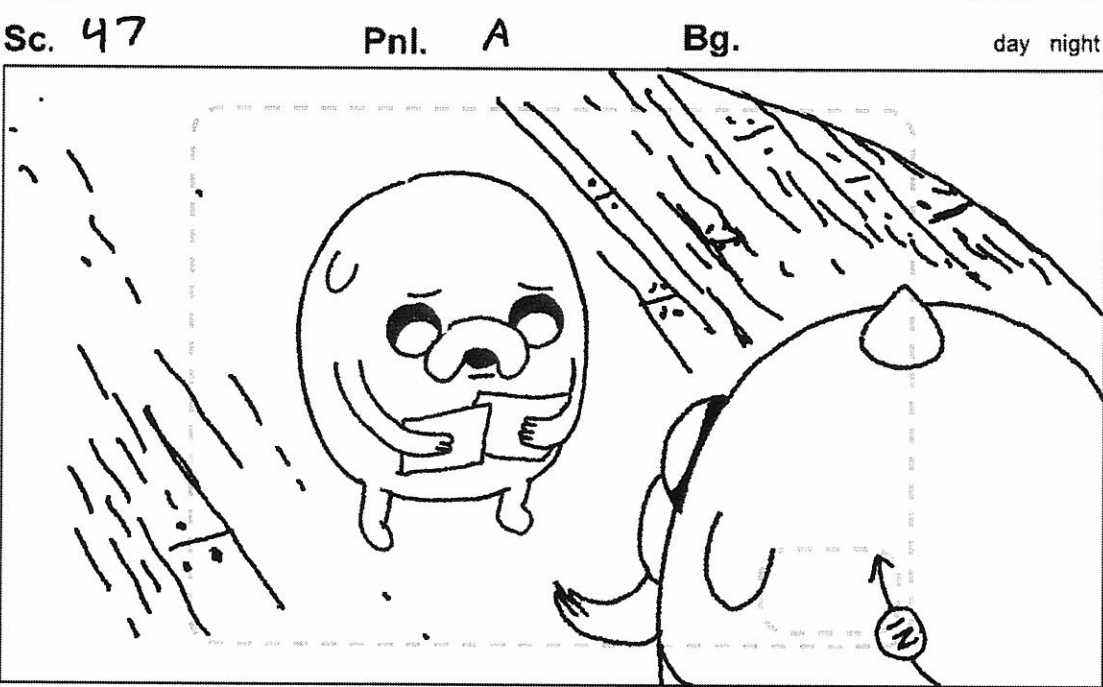
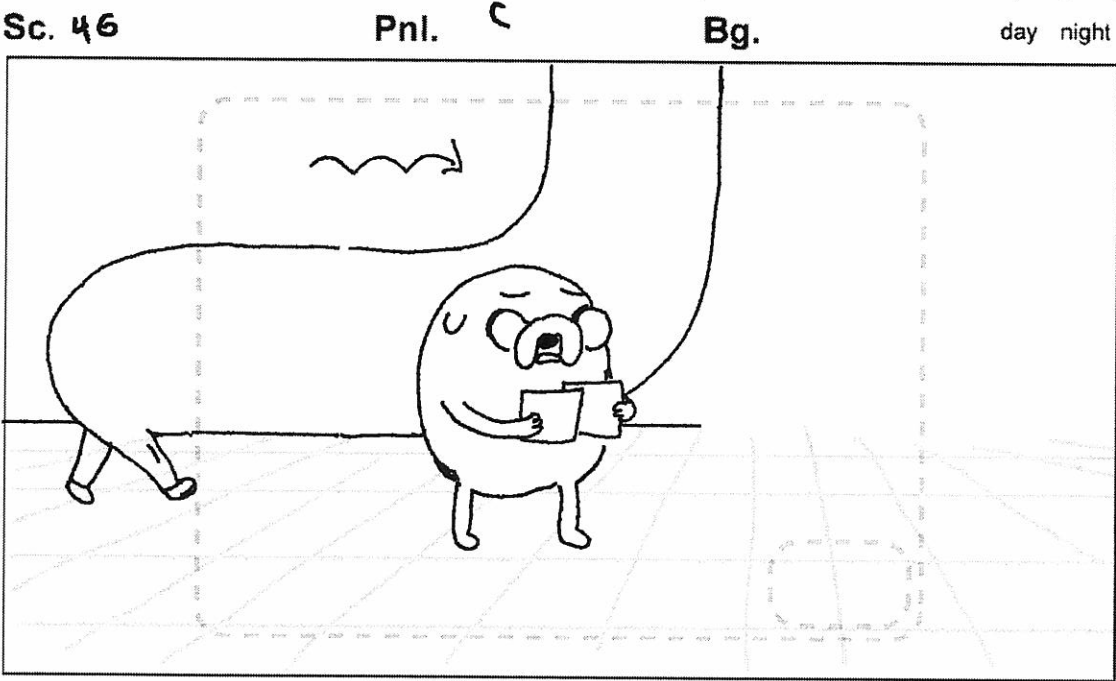
Timing:

1025-173

EPISODE #

Production :

ADVENTURE TIME



Dialog:
①/ - AT THE FLEA MARKET.
Action:
START POS.
Timing:

EPISODE # 1025-173

Production :

ADVENTURE TIME



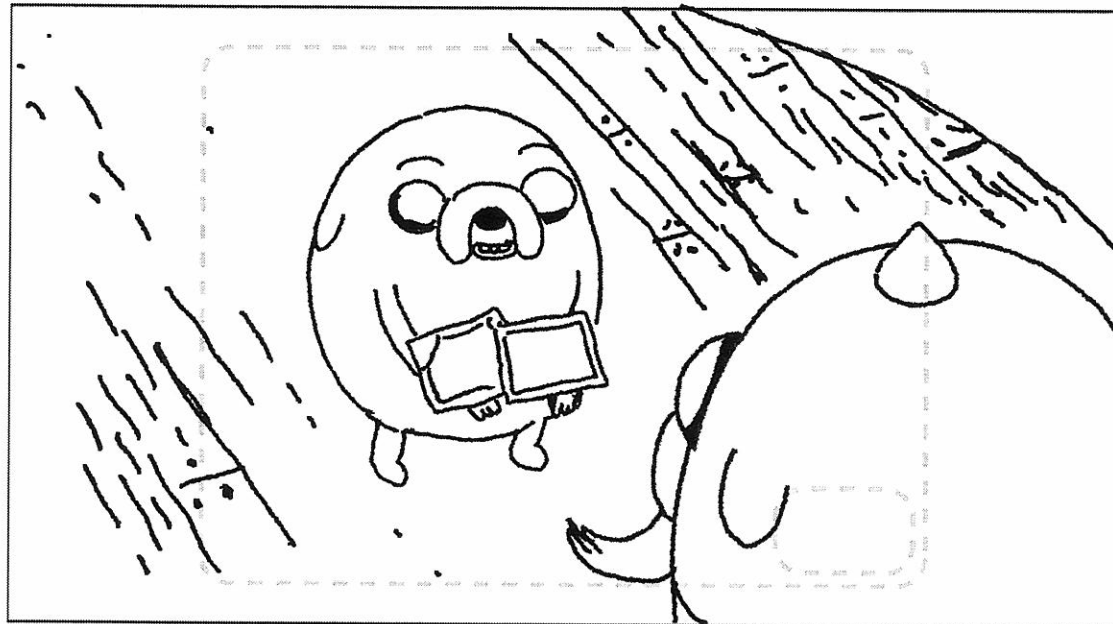
Page **86**

Sc. **47**

Pnl. **B**

Bg.

day night

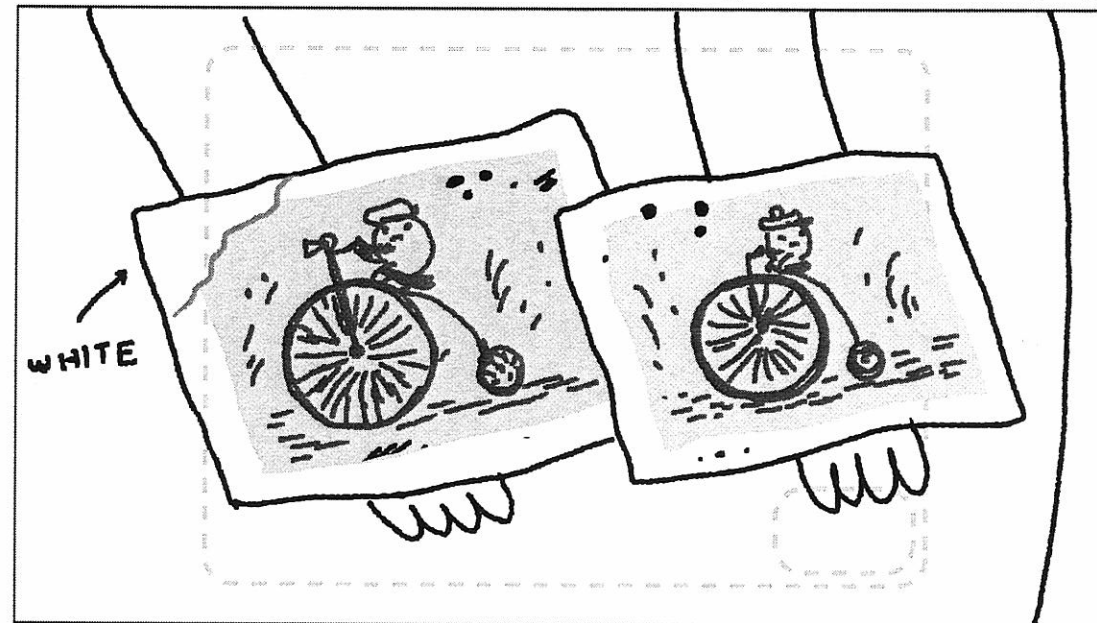


Sc. **47**

Pnl. **A**

Bg.

day night



Dialog:

①/ THEY'RE INTERESTING!

Action:

Timing:

1025-173

EPISODE #

Production :

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ADVENTURE TIME

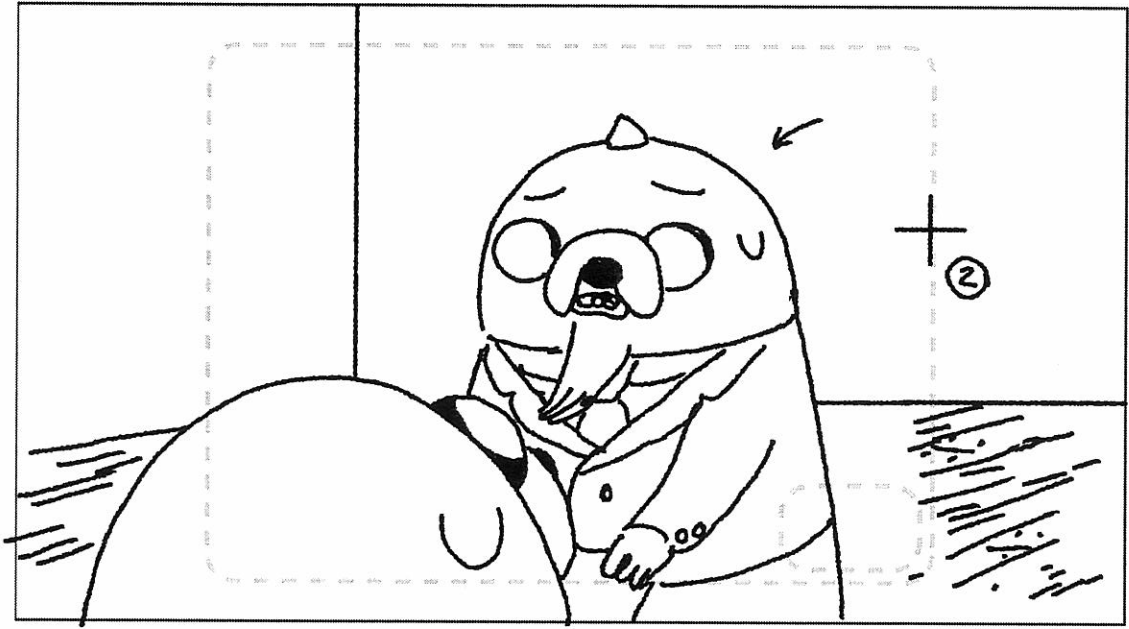


Sc. 48

Pnl. A

Bg.

day night

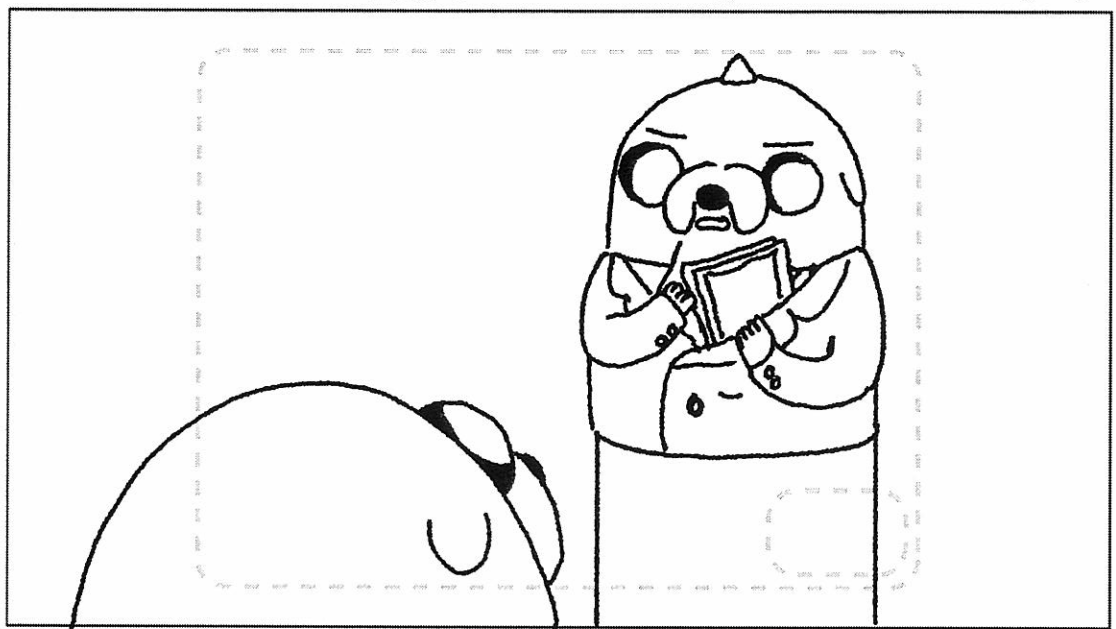


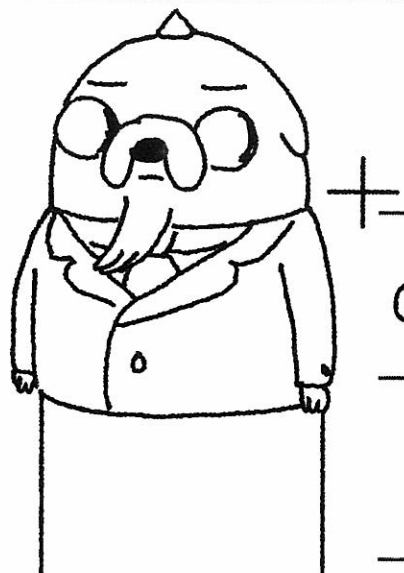
Sc. 48

Pnl. B

Bg.

day night



Dialog:	(kku) woof,		(CONT.) ALRIGHT
Action:			POCKETS PHOTOS.
Timing:			

1025-173

EPISODE #

Production :

ADVENTURE TIME

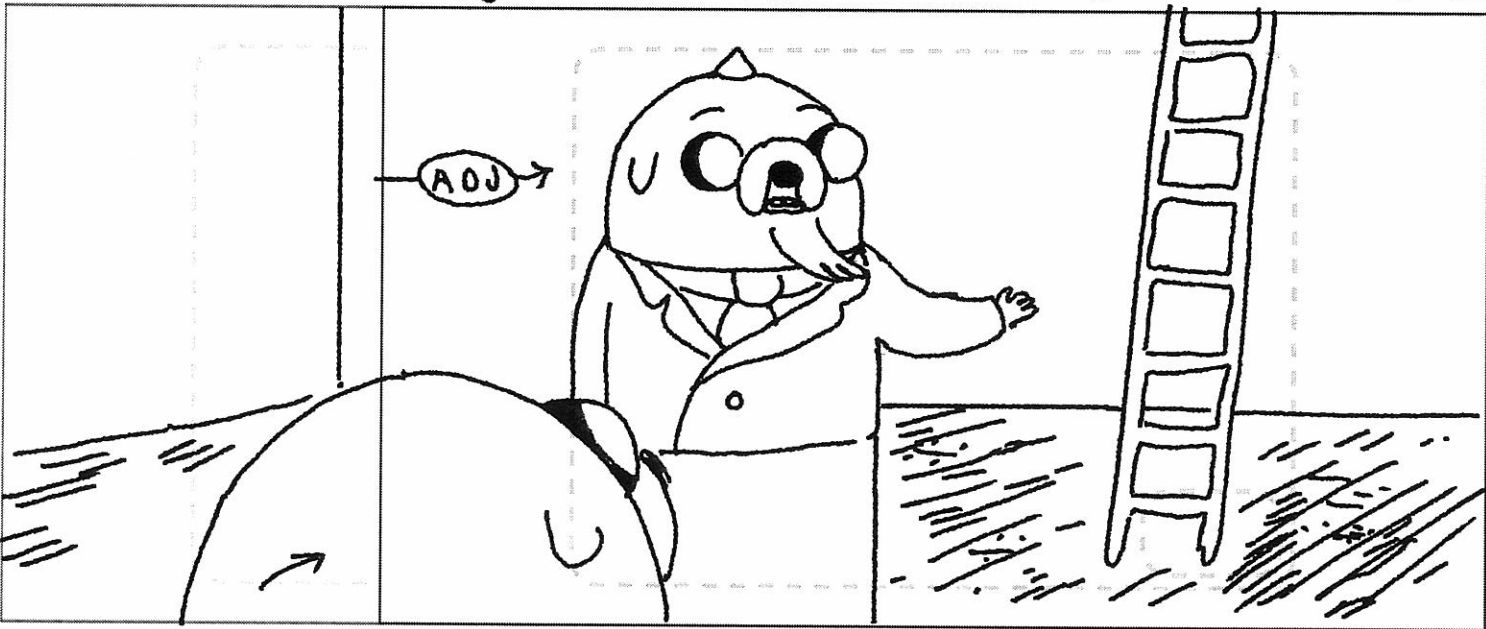


Sc. 48

Pnl. c

Bg.

day night



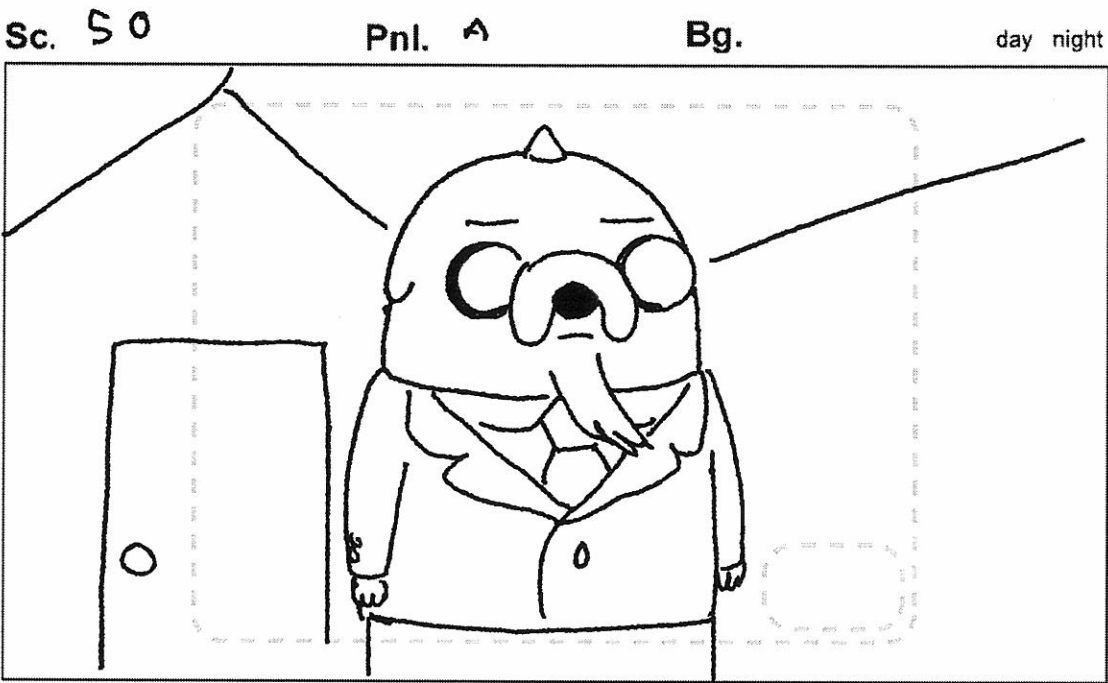
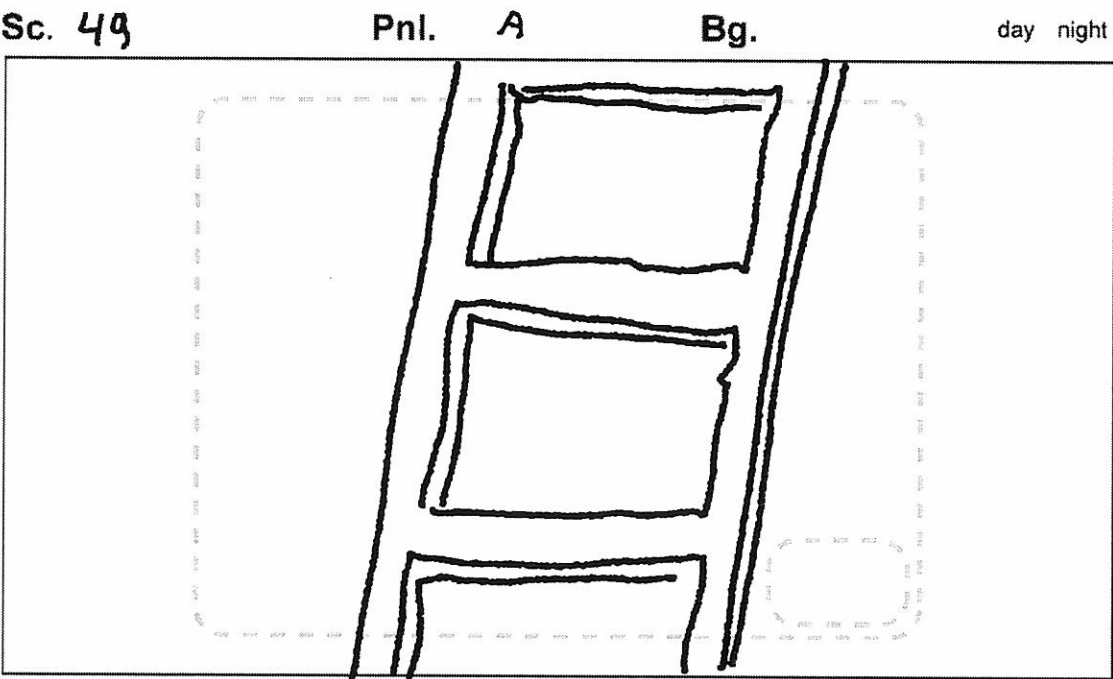
Dialog:	①/ SO I GUESS <u>THIS</u> IS THE APARTMENT THE TWO OF YOU CAN AFFORD.
Action:	
Timing:	

EPISODE # 1025-173

Production :

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ADVENTURE TIME



Dialog:	(Kkw) IT'S A LADDER.	(SFX) [PHONE]
Action:	S. P.	
Timing:		

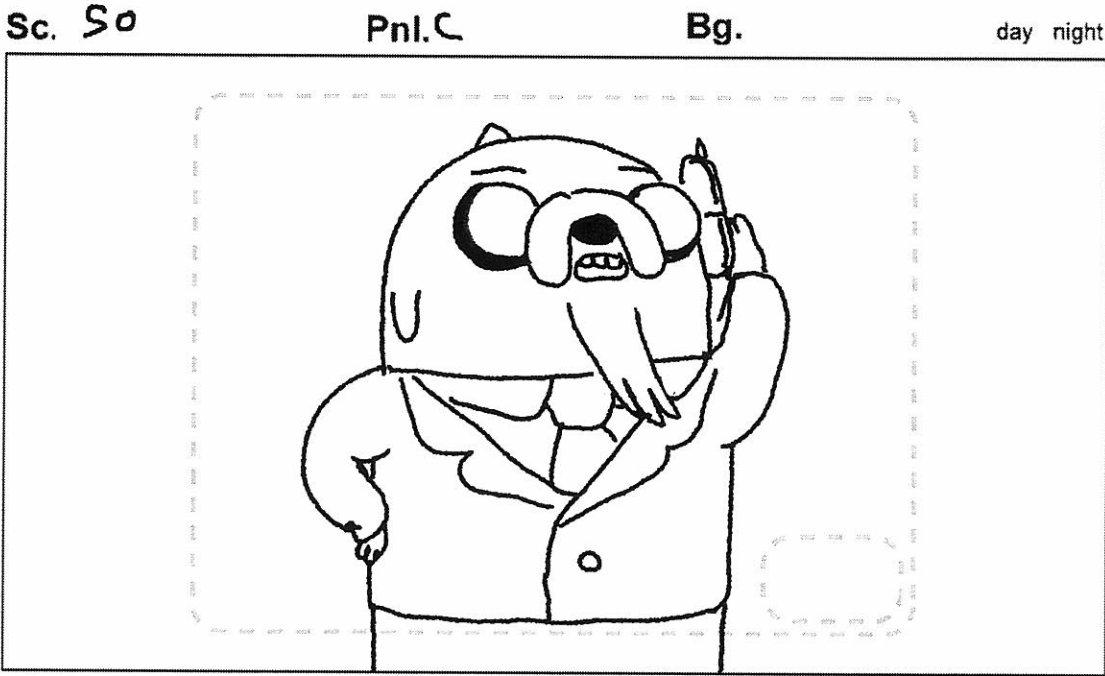
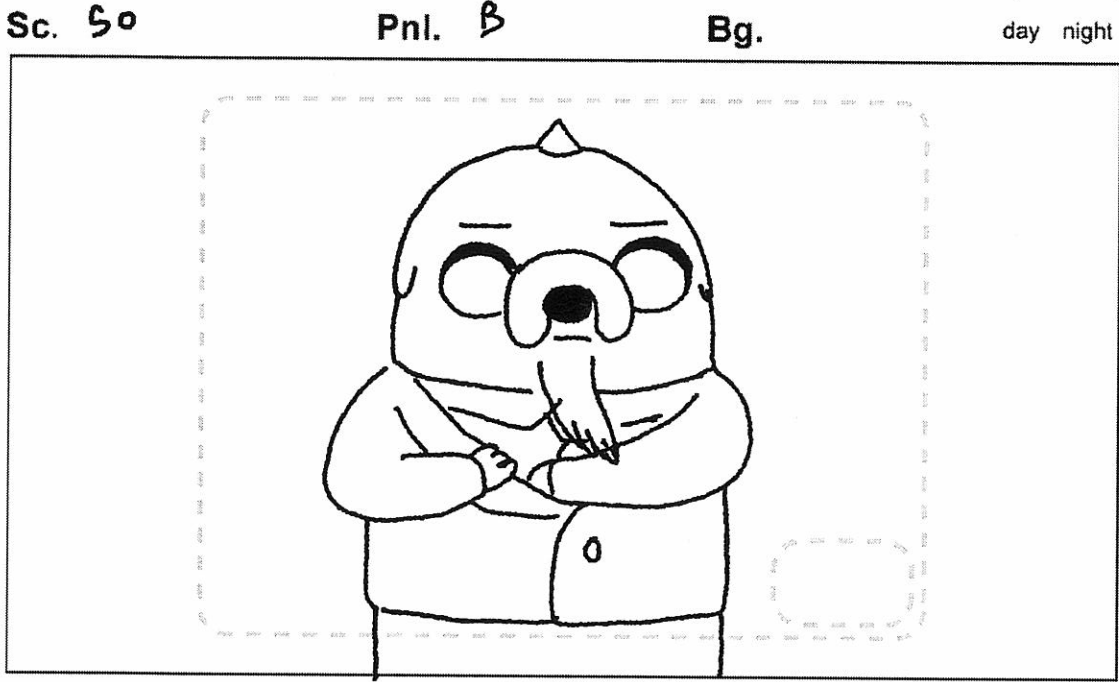
1025-173

EPISODE #

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ADVENTURE TIME



Dialog:	(KKW) / YEAH, YEAH, YEAHYEAHYEAH, SEND THEM ON OVER.
Action:	
Timing:	

EPISODE # 1025-173
Production :

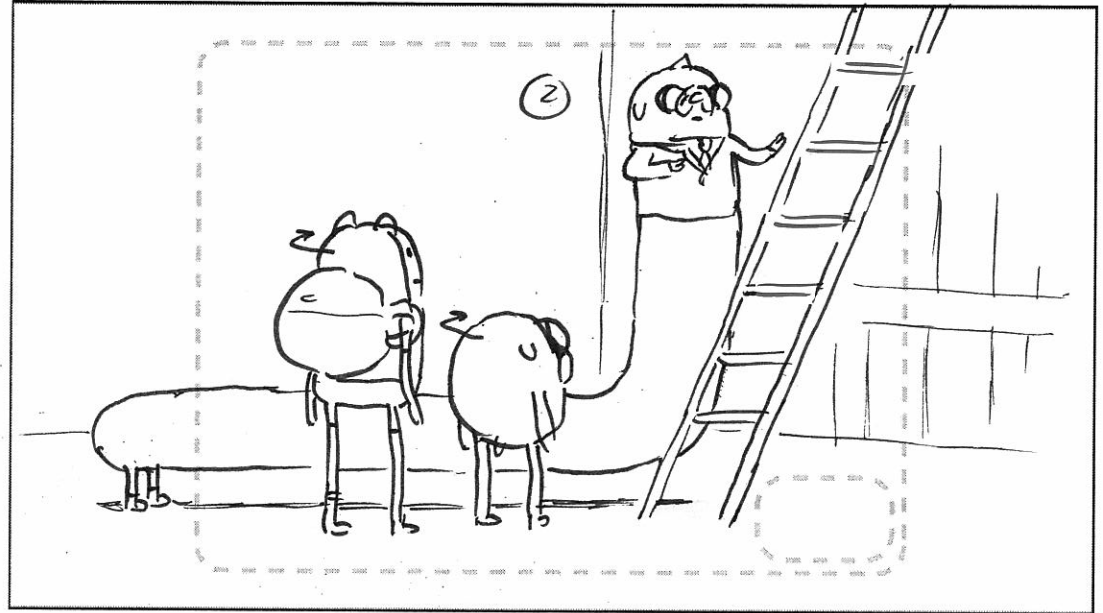
ADVENTURE TIME



Sc. 50 Pnl. D Bg. day night



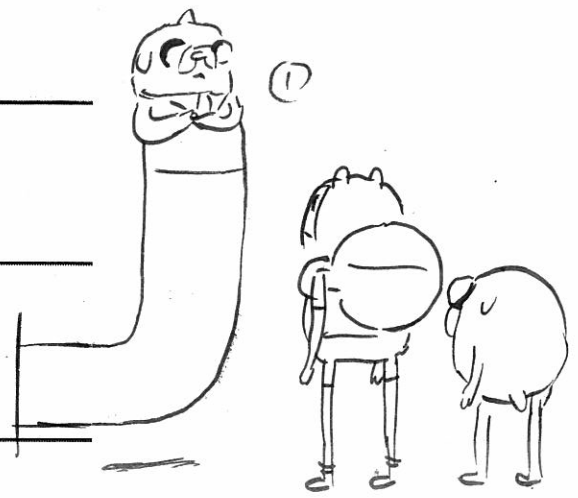
Sc. 51 Pnl. A Bg. day night



Dialog: (KW) Sorry about that - * throat clear * → anyway, as you can see, →

Action: Kil urn puts phone away. Kil urn demonstrates ladder to F + J

Timing:



EPISODE #

1025-173

Page 92

Sc. 51

Pnl.

Bg.

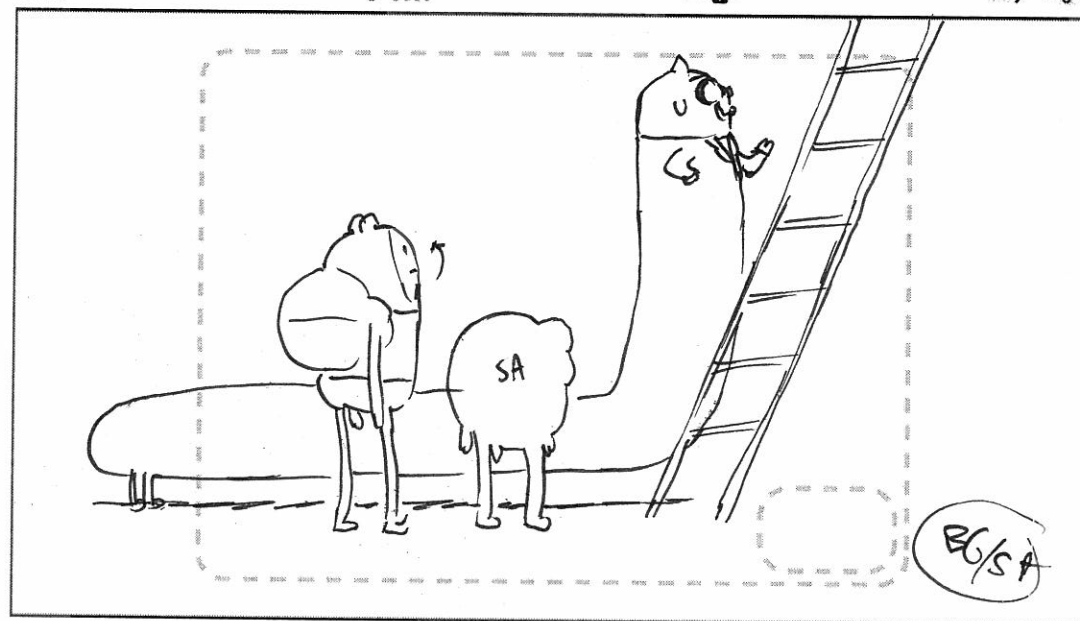
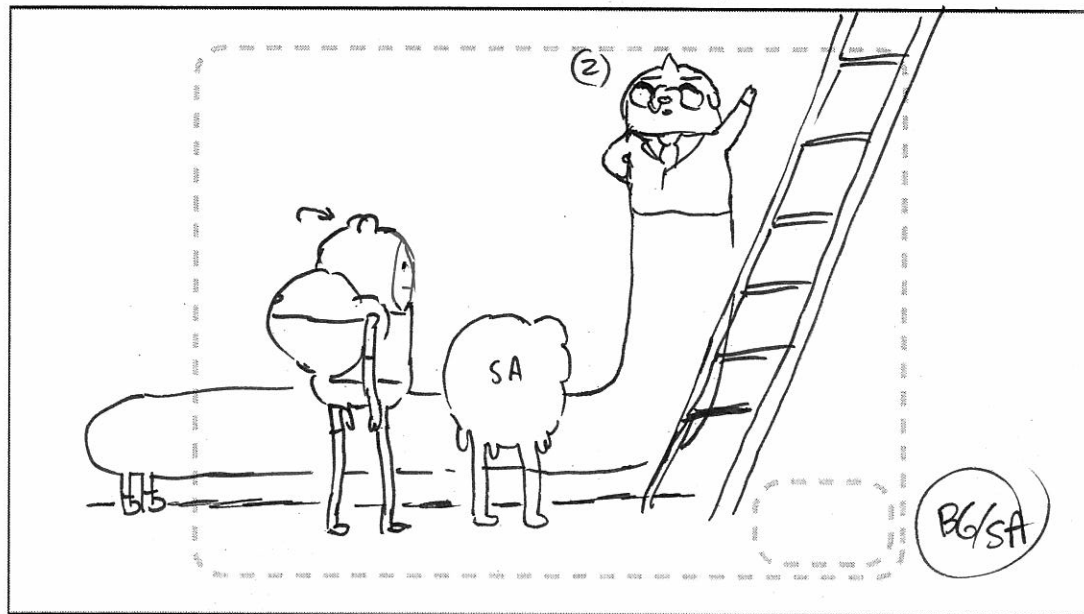
day night

Sc. 51

Pnl. C

Bg.

day night



Dialog: (kw): ① this beauty offers direct first
② and second floor access. →

(Kw): Superb craftsmanship and
etcetra ...

Action:

Timing:

EPISODE #

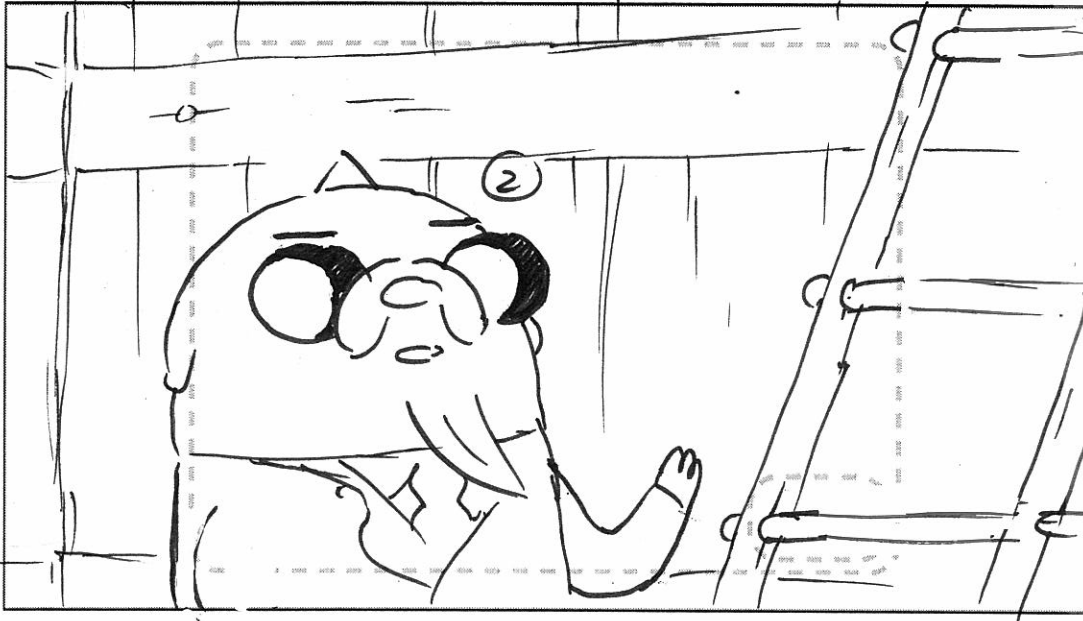
Production :

1025-173

ADVENTURE TIME



Sc. 52 Pnl. A Bg. day night

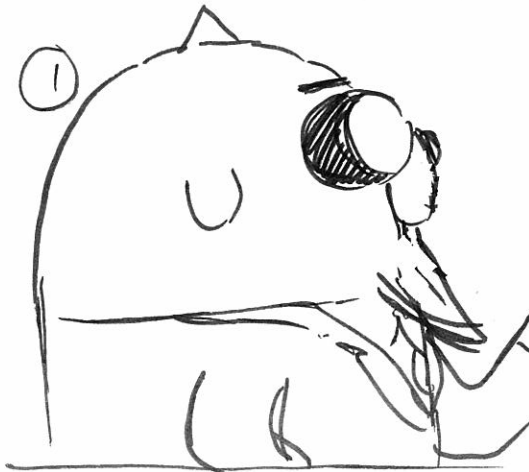


Dialog: (kw) I ... suppose you're familiar.

(kw:) Yes Finn?

Action:

Timing:



EPISODE #

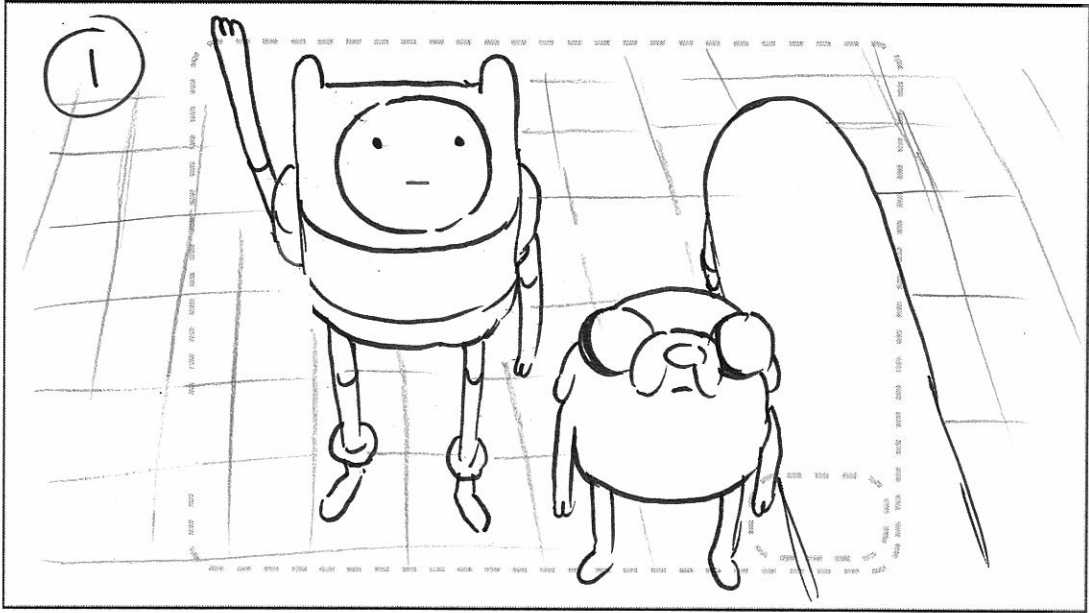
Production :

1U25-173

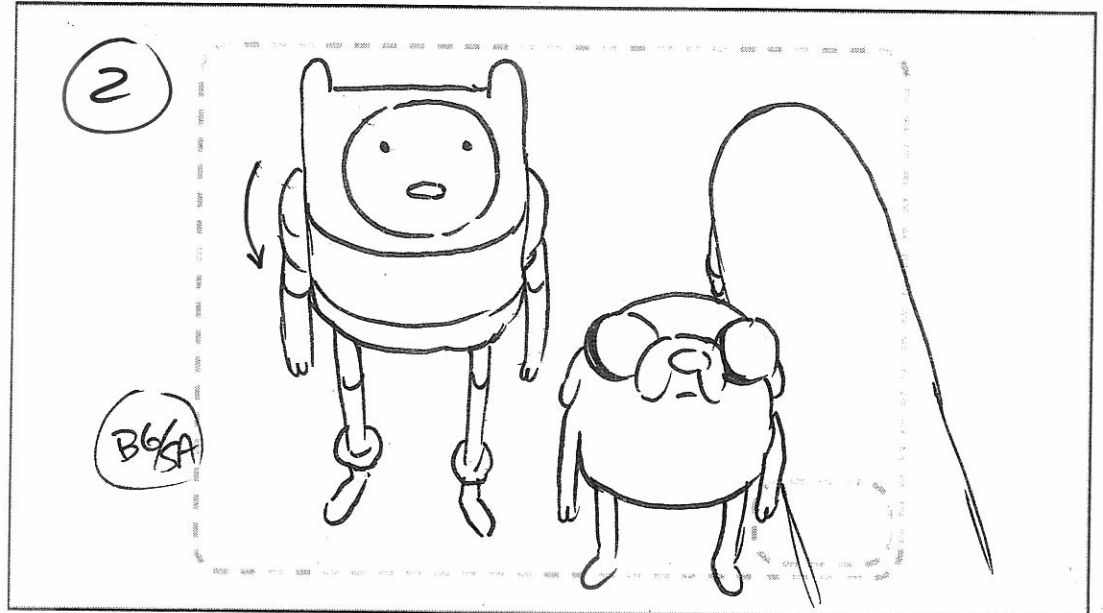
ADVENTURE TIME



Sc. 53 Pnl. A Bg. day night



Sc. 53 Pnl. B Bg. day night



Dialog:	(F:) When do we get our house back?
Action:	Finn lowers hand, then speaks
Timing:	

EPISODE #

Production :

1U25-173

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ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 54 Pnl. B Bg. day night



Dialog:	(KW) (disbelief that Finn is so dumb) What?	SFX: * knock knock *
Action:		
Timing:		

Production :

EPISODE #

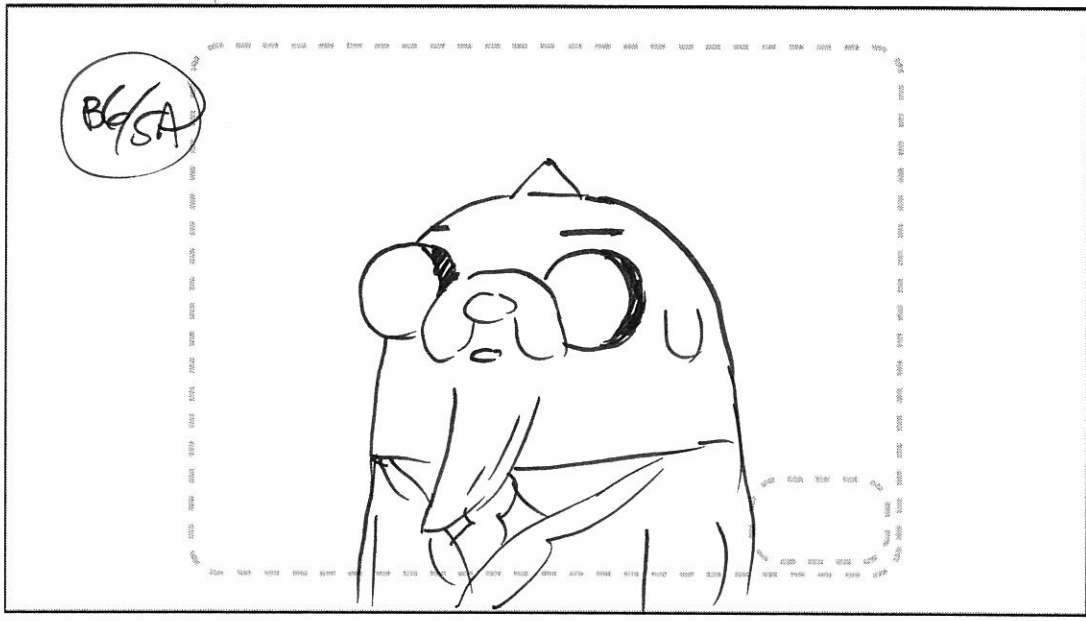
1025-173

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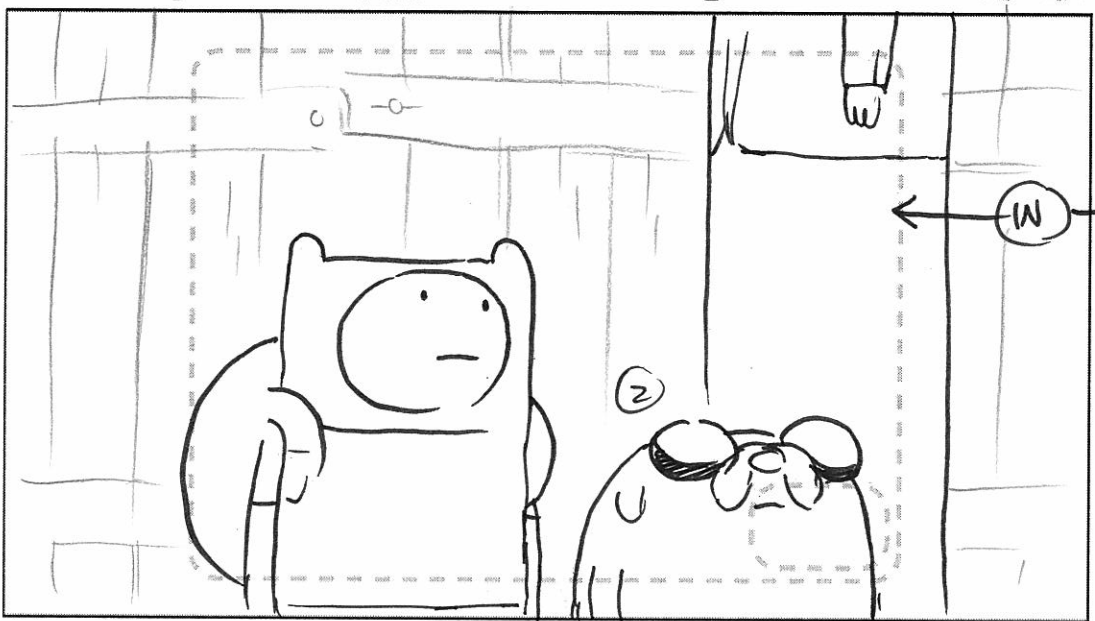
ADVENTURE TIME



Sc. 54 Pnl. C Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog: (KW) Excuse me.

Action:

Timing:



EPISODE #

1025-173

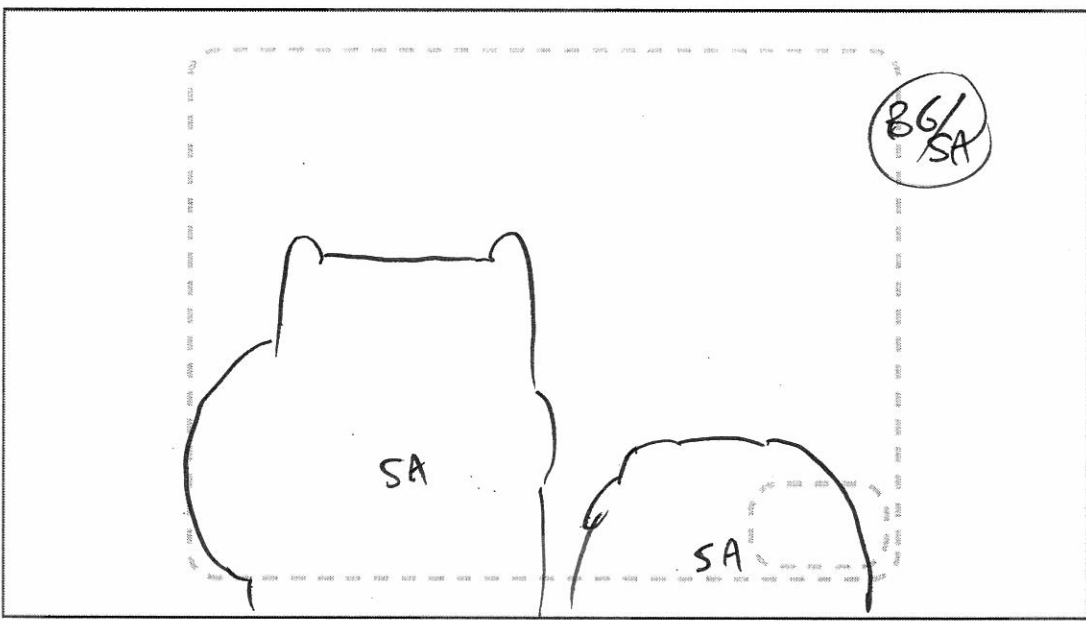
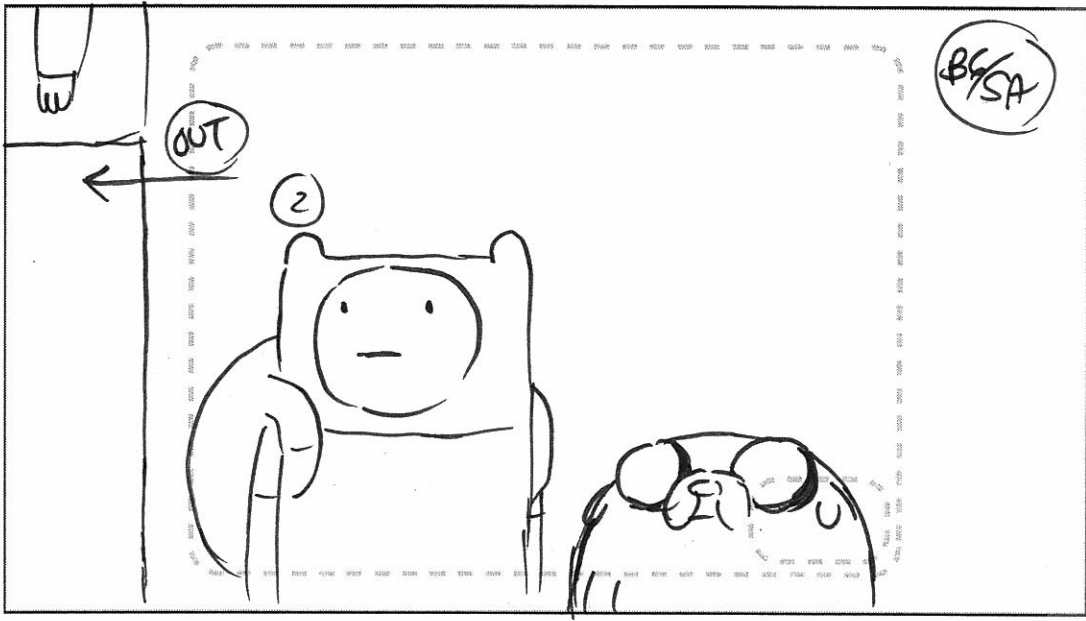
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ADVENTURE TIME



Sc. 55 Pnl. B Bg. day night



Dialog:

SFX: DOOR OPEN

(KW) (OS): Good afternoon, yes, right this way.

Action:

(1)

Timing:

EPISODE #

1025-173

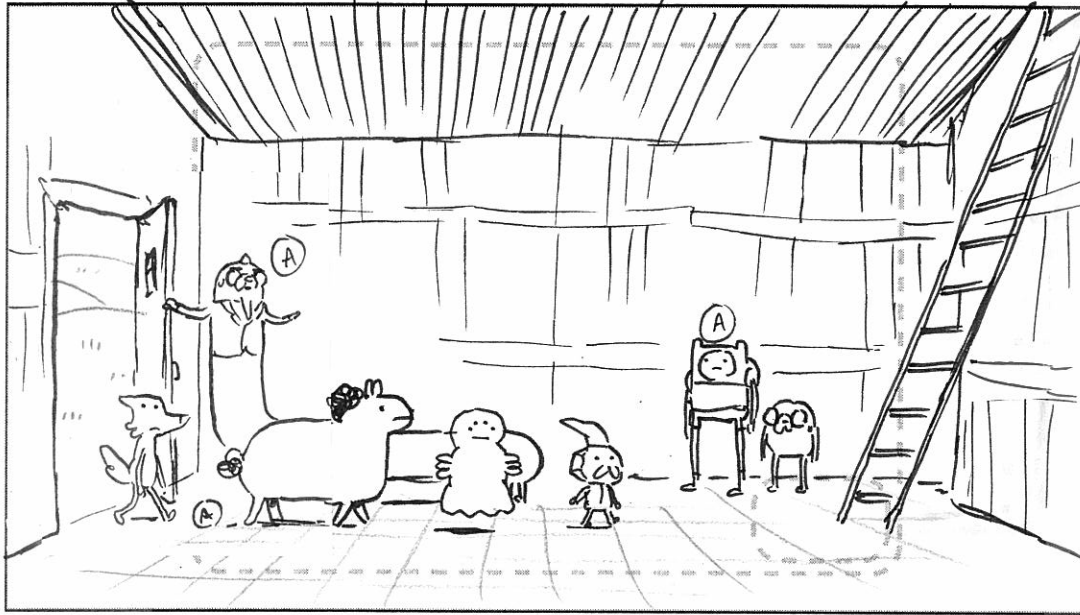
Production :

ADVENTURE TIME



Page 98

Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night



Dialog: (KW) I've got 37 available units to show in this building so we're gonna want to get right to it.

Action: Guests enter, looking around the room as they walk.

Timing:

walking poses



EPISODE #

1025-173

Pro

ADVENTURE TIME

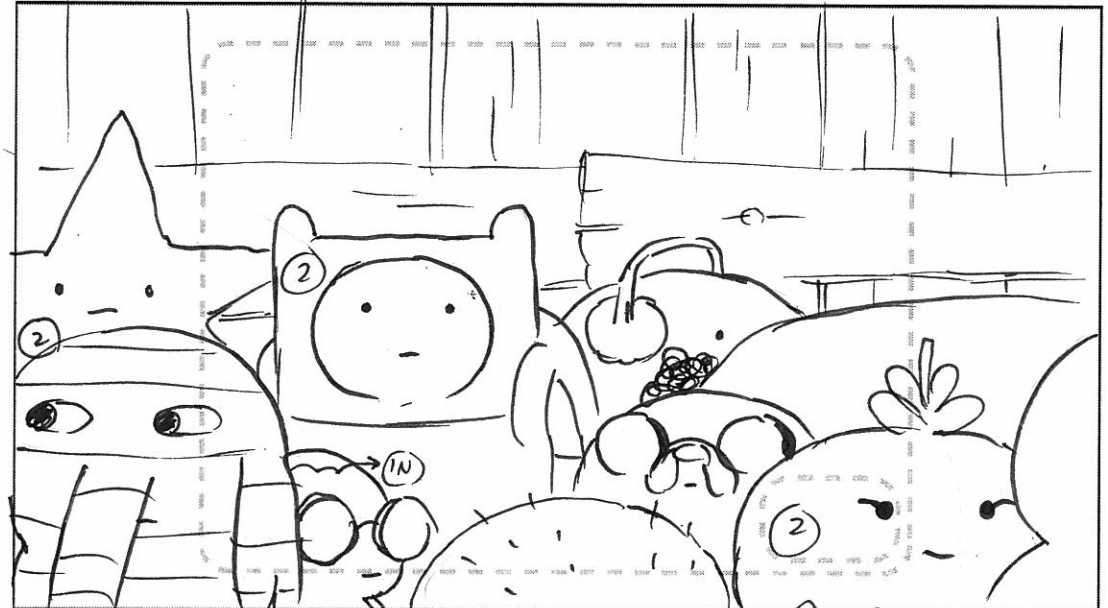


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Sc. 56 Pnl. C Bg. day night



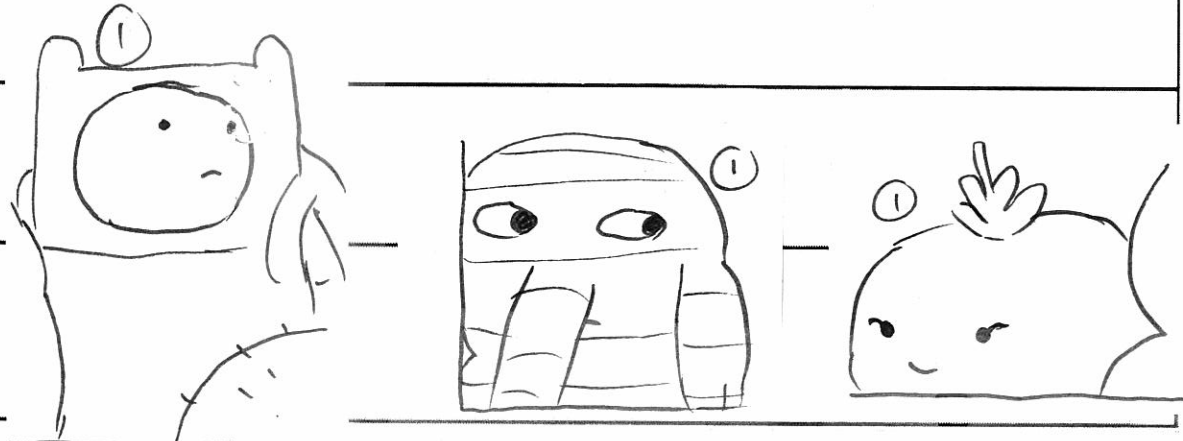
Sc. 57 Pnl. A Bg. day night



Dialog: (KW) → please, step inside... yes, right this way... there we go, there we go...
Is that everyone? Good good.

Action: - more standing poses (looking around the room)
- KW closes door in big God-man's face.

Timing:



EPISODE # 1025-173

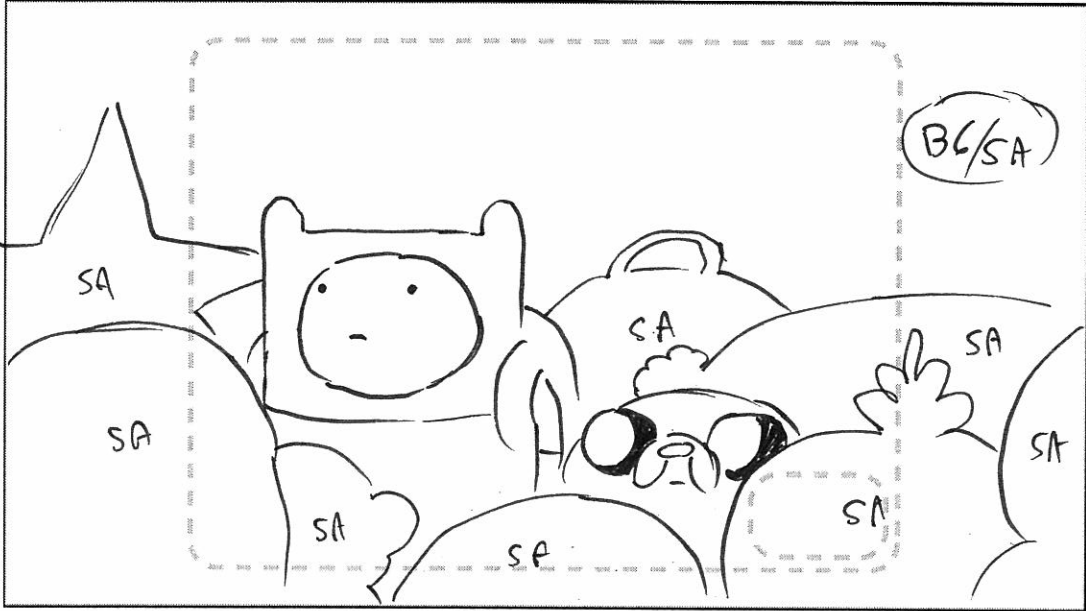
Production :

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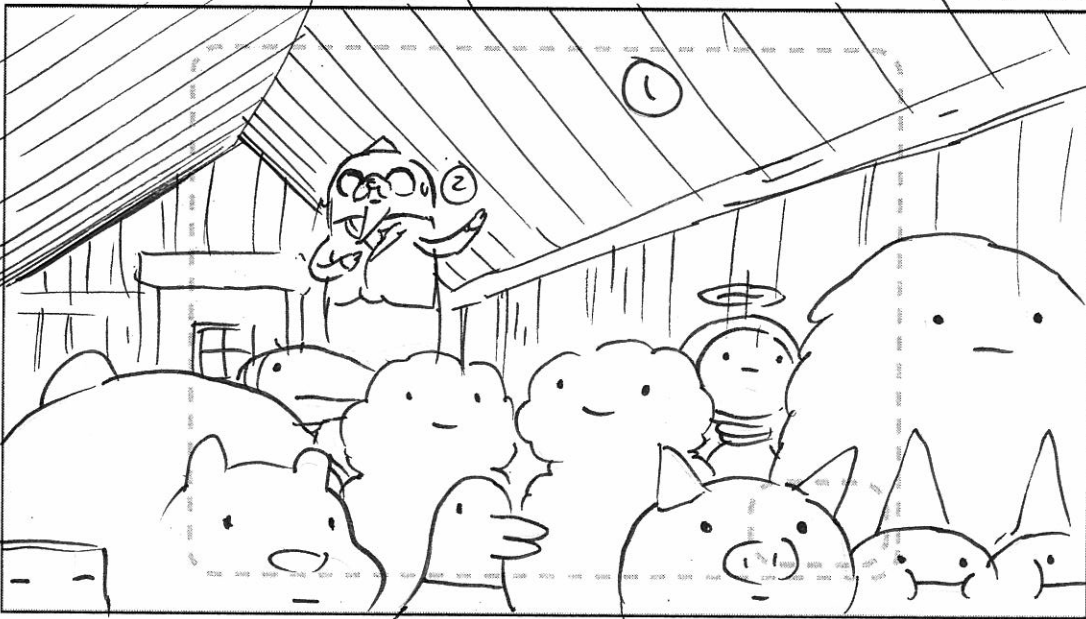
ADVENTURE TIME



Sc. 57 Pnl. B Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:	(KW) (OS) okay everyone -	(KW) → please make your way upstairs →
Action:		
Timing:		



EPISODE #

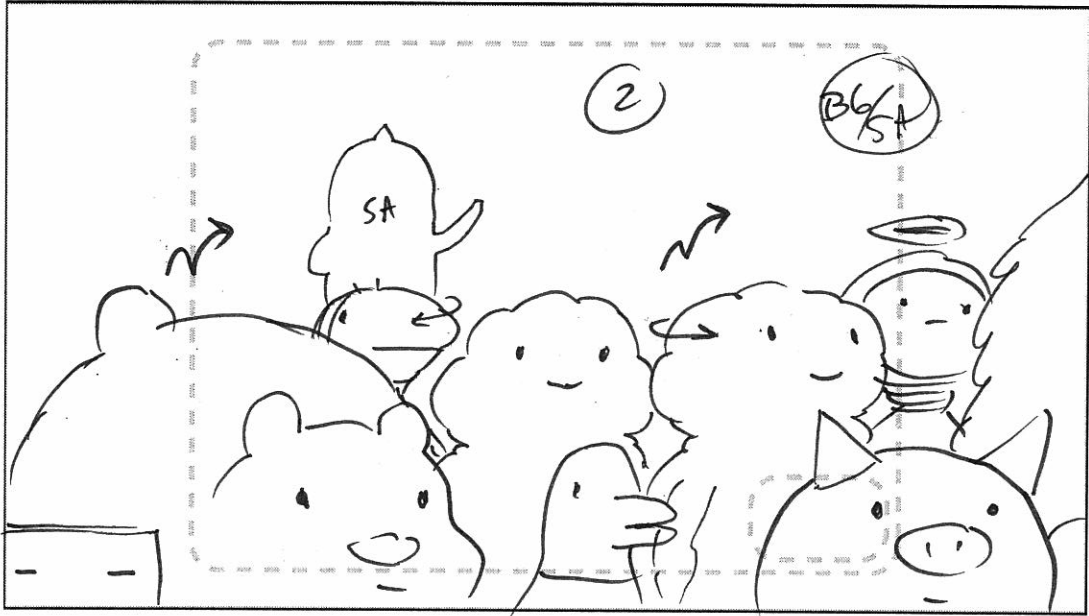
1025-173

Production :

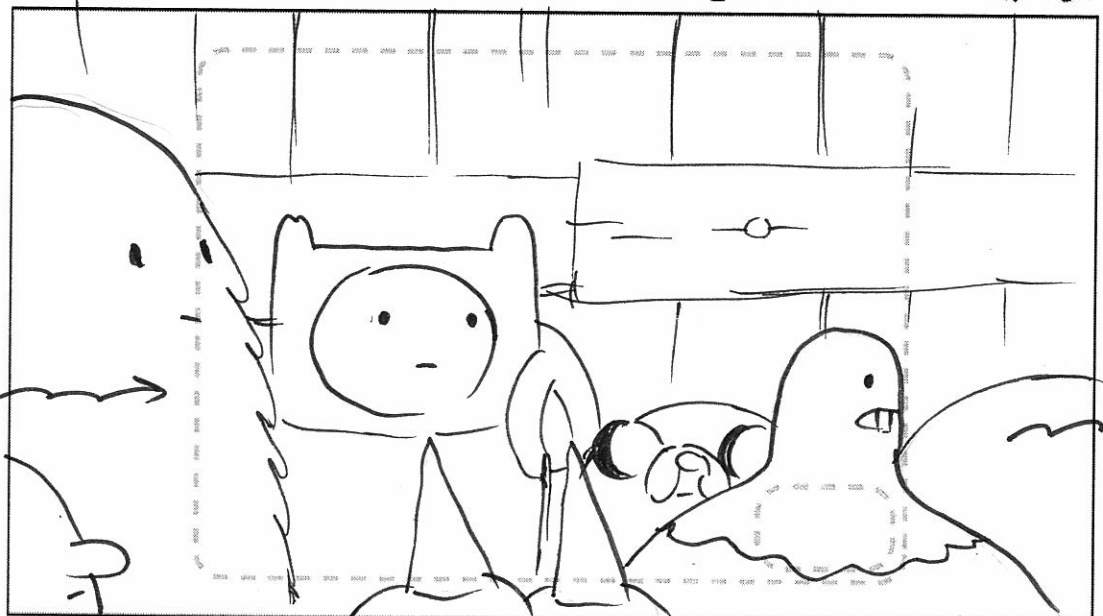
ADVENTURE TIME



Sc. 58 Pnl. B Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:	<p>(KW:) → and we'll begin →</p> <p>(OS)</p>
Action:	
Timing:	

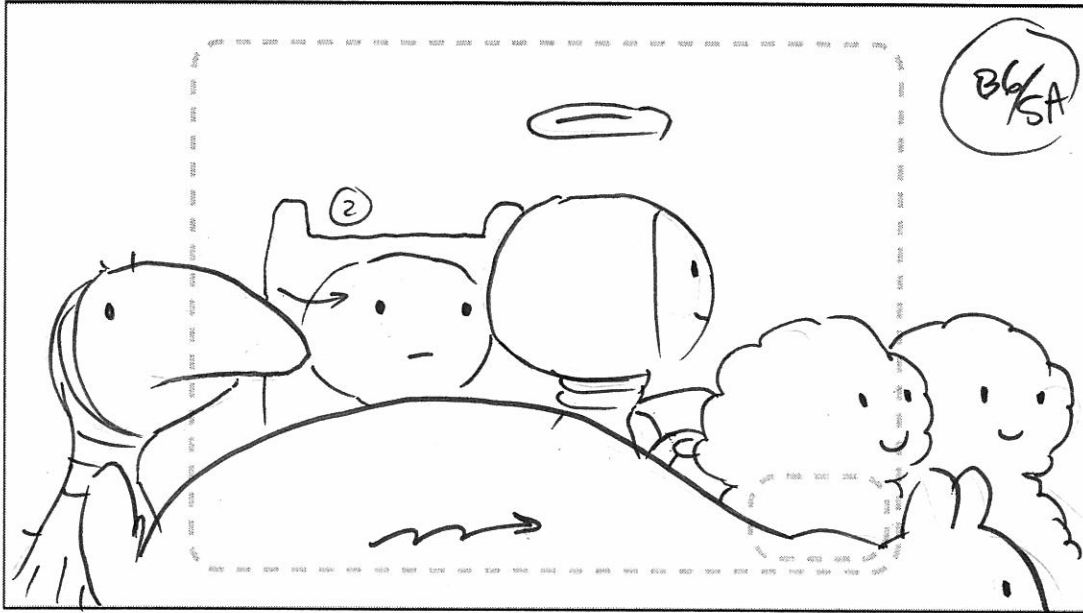
Production :

1025-173

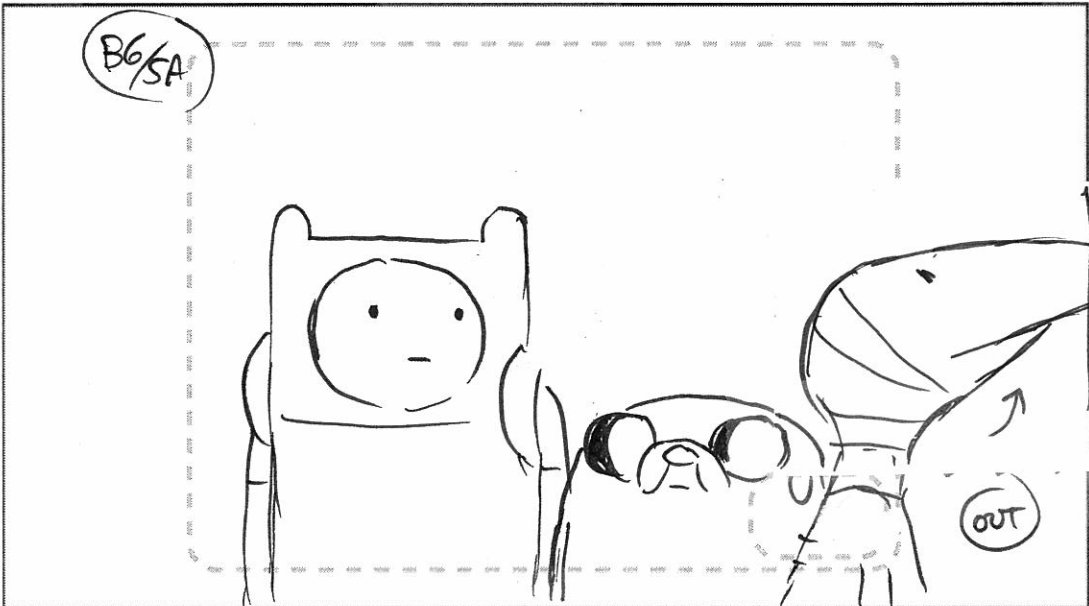
ADVENTURE TIME



Sc. 59 Pnl. B Bg. day night



Sc. 59 Pnl. C Bg. day night



Dialog: (kw) → the tour.

Action:

Timing:

EPISODE #

Production :

1025-173

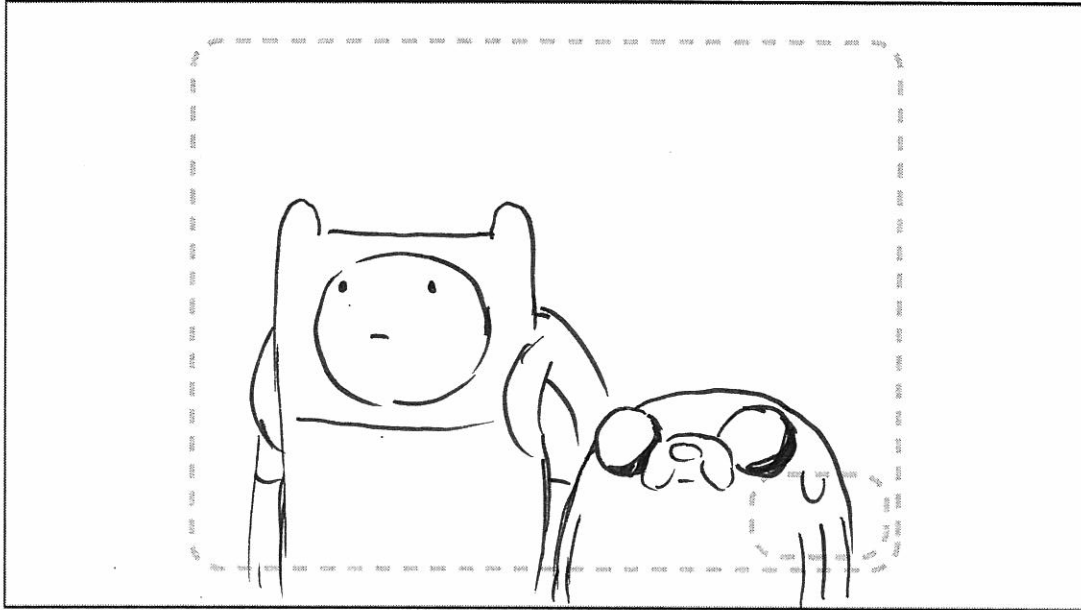
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ADVENTURE TIME



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Sc. 59 Pnl. D Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:

(KW) (OS) and you two, →

(KW) →

go ahead & make yourselves
at home.

Action:

Timing:

1025-173

EPISODE #

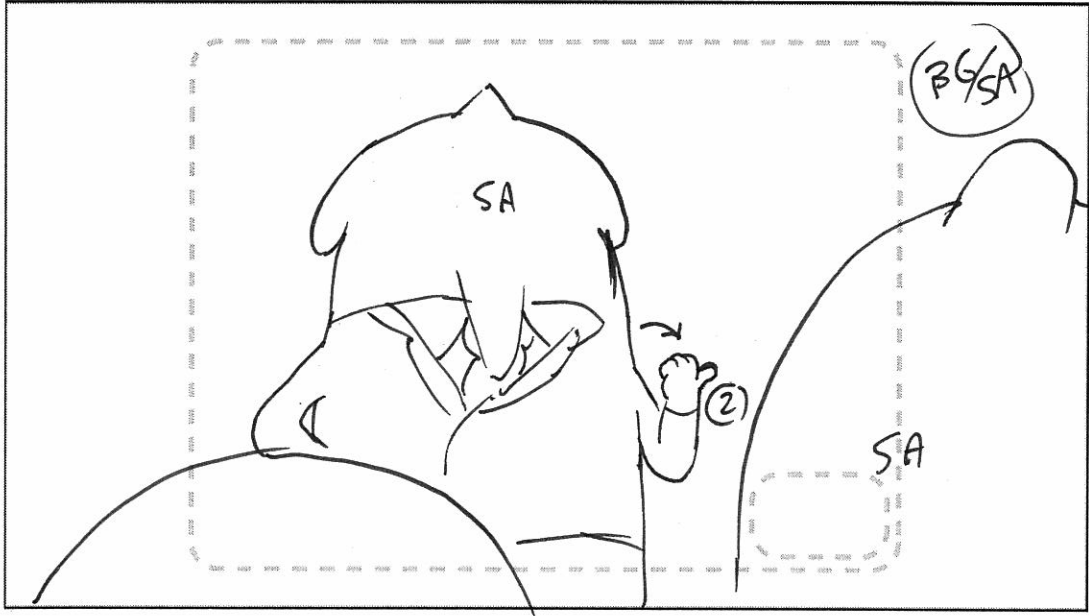
Production :

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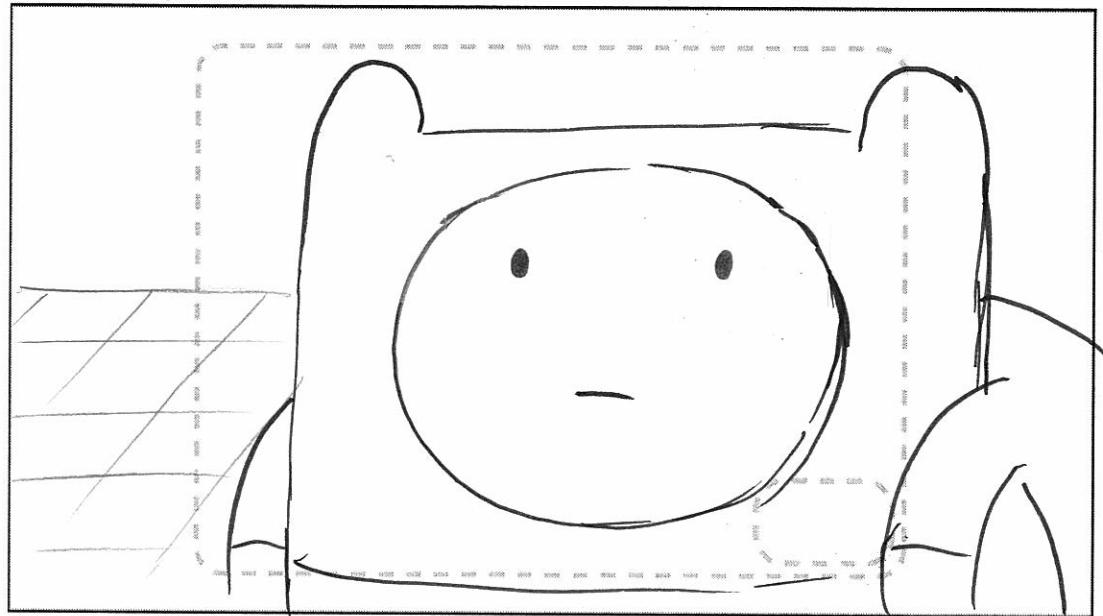
ADVENTURE TIME



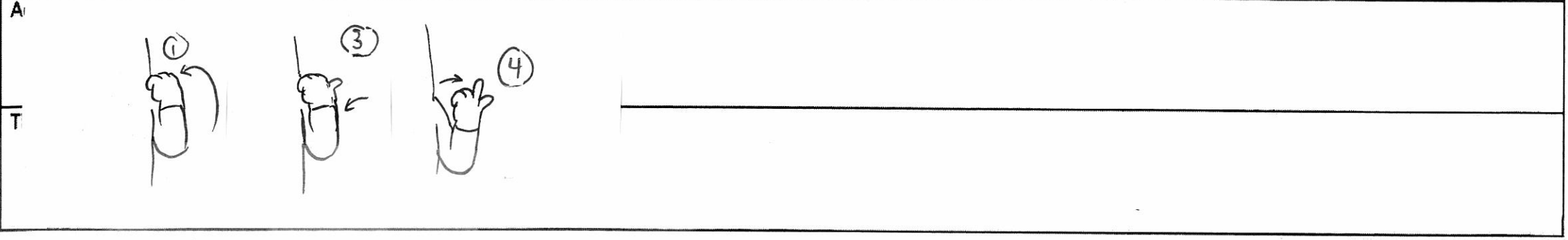
Sc. 60 Pnl. B Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog: (KW) ①: Rent's due on the first,
②: no overnight guests... (KW) (GS) oh - and flush once after
you boom-boom,



EPISODE #

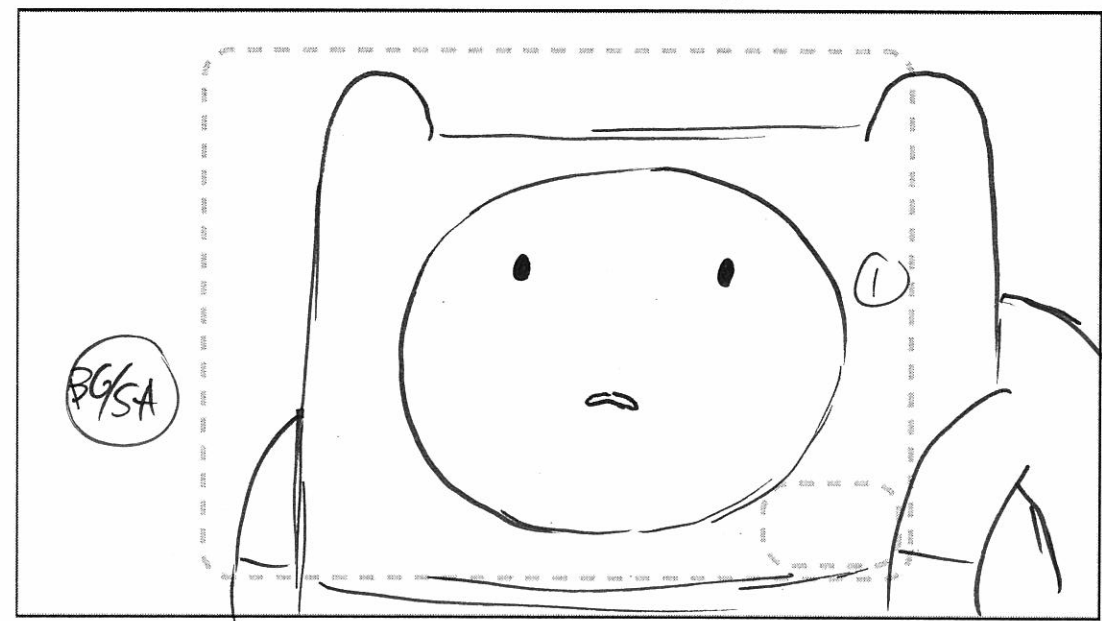
1025-173

Production :

ADVENTURE TIME



Sc. 61 Pnl. B Bg. day night



Sc. 62 Pnl. A Bg. day night



Dialog: (KW) OS → but before you start wiping, and then once more in the middle of wiping if you're gonna wipe a lot.

(KW) It's easier on the pipes.

Action:

Timing:

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EPISODE # 1025-173

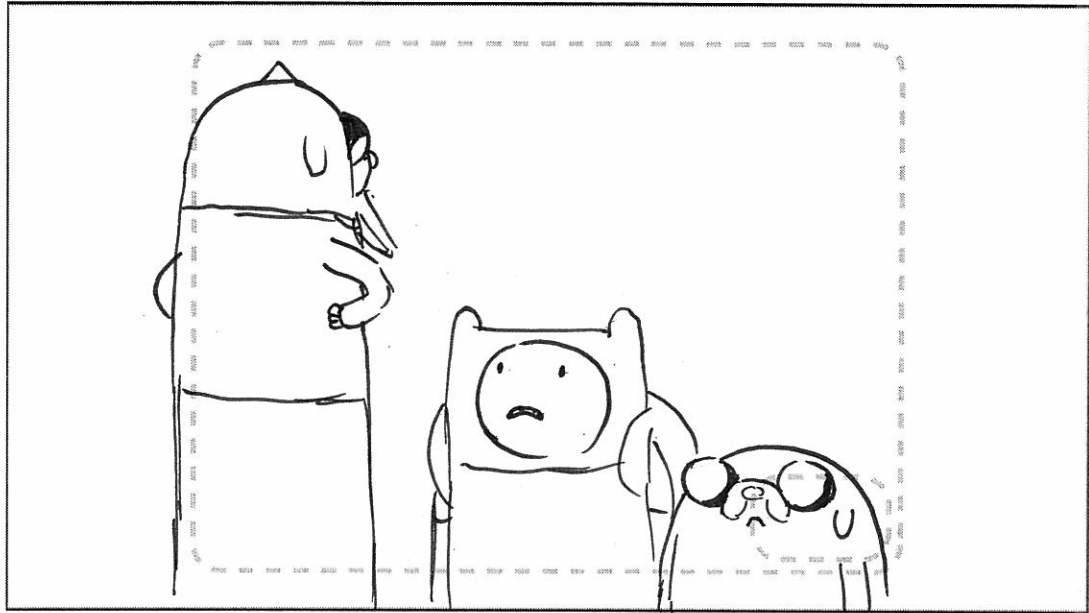
Production :

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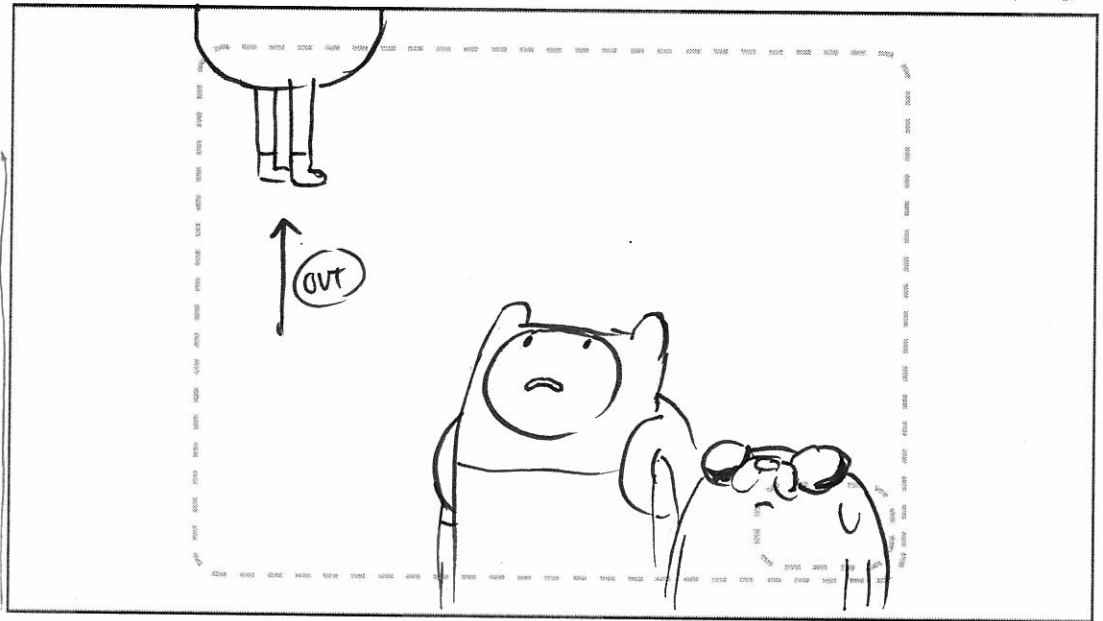
ADVENTURE TIME



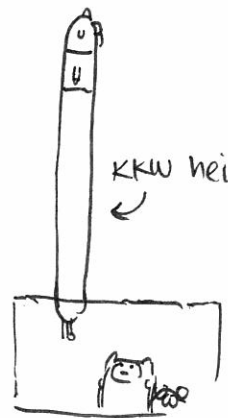
Sc. 63 Pnl. A Bg. day night



Sc. 63 Pnl. B Bg. day night



Dialog:	(KW) okay, call me if you need me.
Action:	
Timing:	



Kil Wm flies straight up off screen.

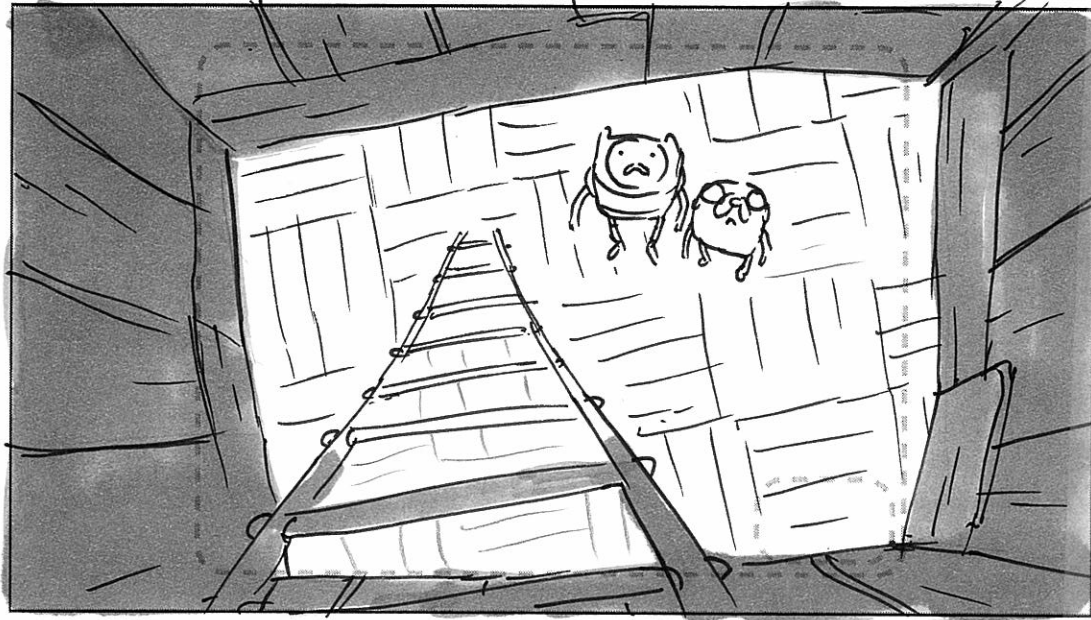
EPISODE # 1025-173
Production :

ADVENTURE TIME

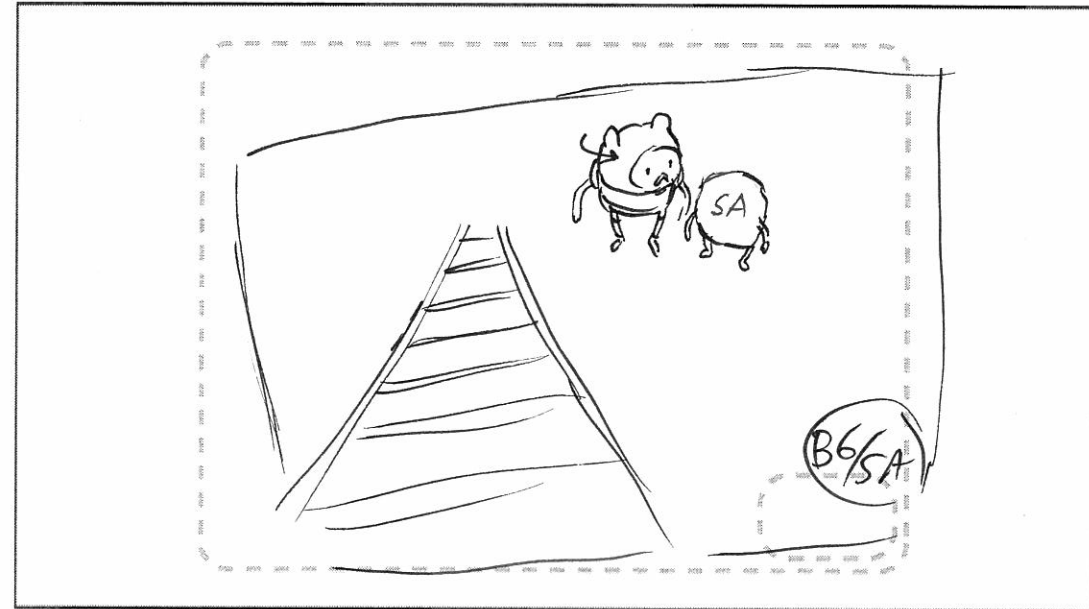


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Sc. 64 Pnl. A Bg. day night



Sc. 64 Pnl. B Bg. day night



Dialog:

- BEAT -

Action:

Timing:

EPISODE #

1025-173

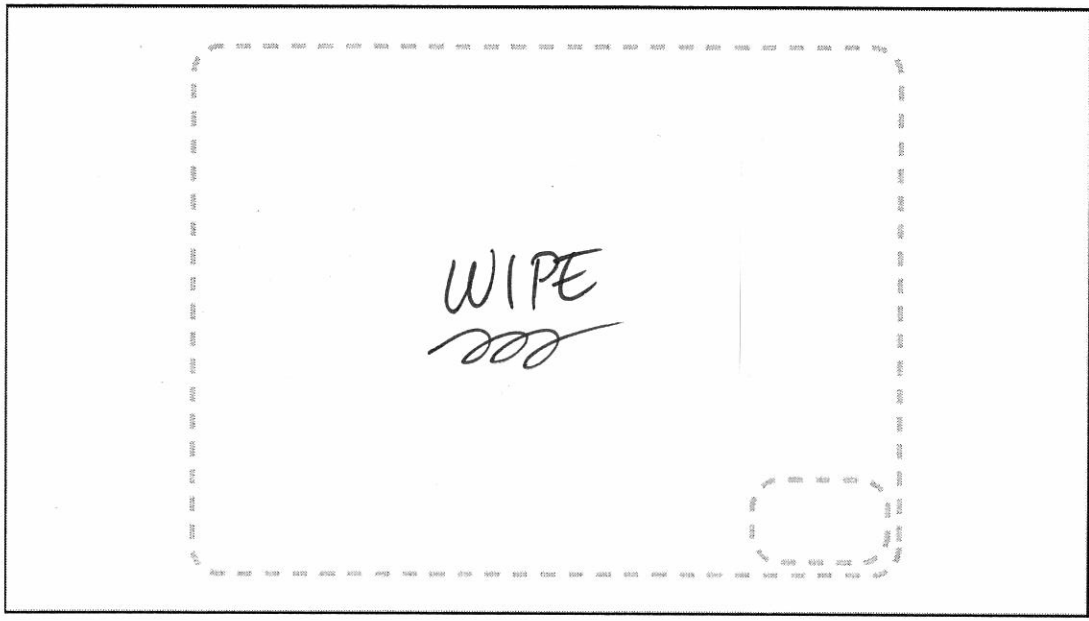
Production :

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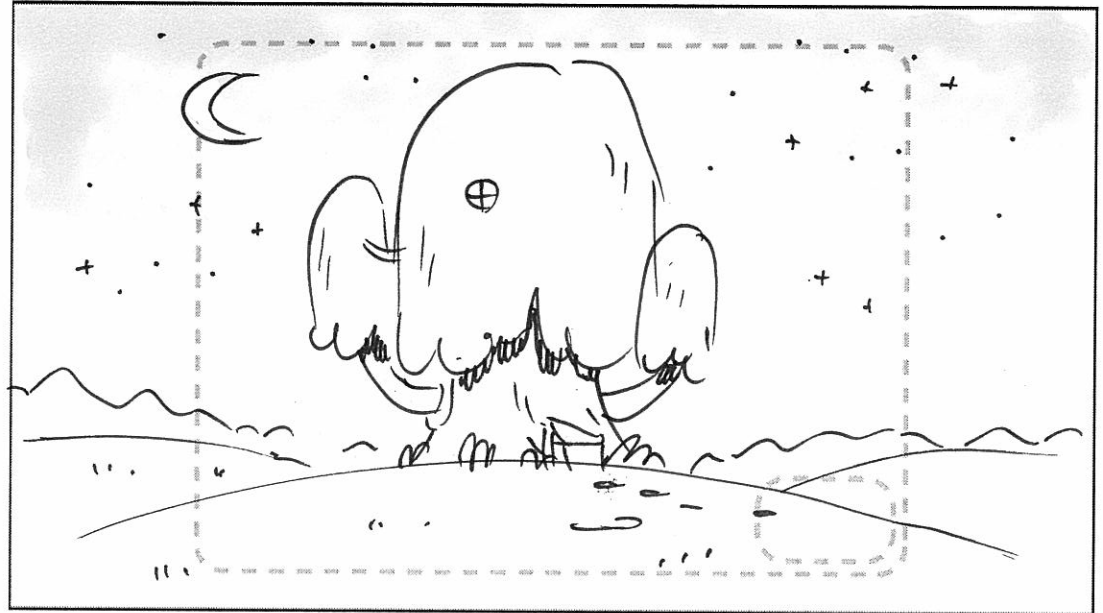
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 65 Pnl. A Bg. day night



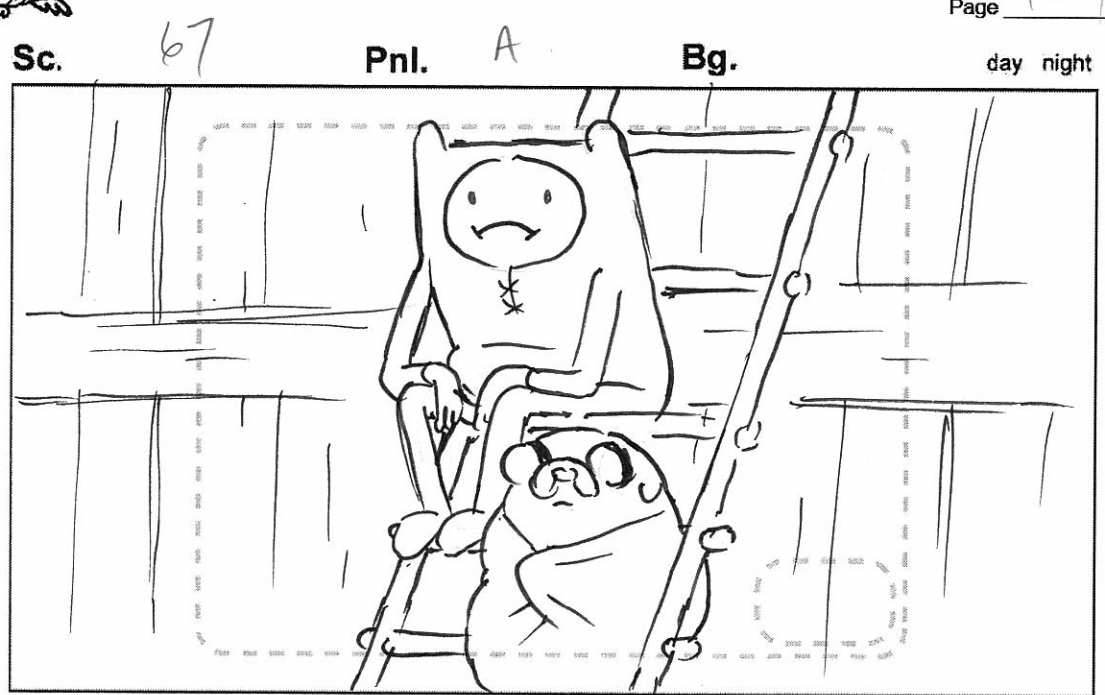
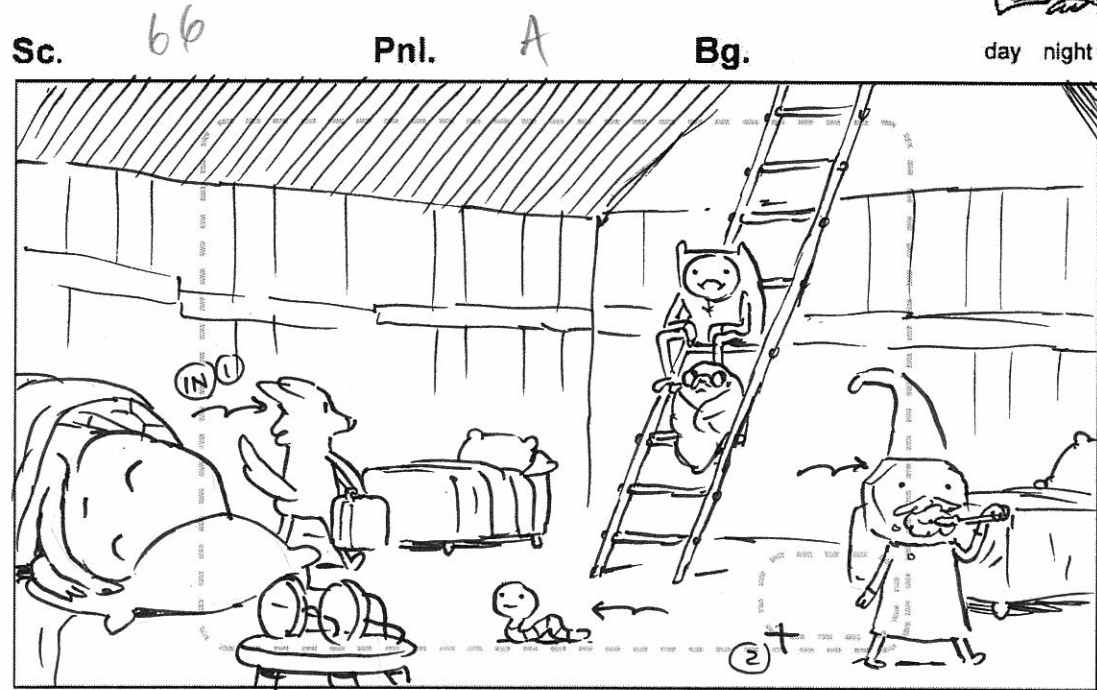
Dialog:	(FNN) (OS) *extended angry grumble/groan →
Action:	- NIGHT -
Timing:	

1025-173
EPISODE #
Production :

ADVENTURE TIME



Page 109



Dialog:

(F) → * groan continued *

* groan continued *

Action: - Cool man brushes teeth
- Fox opens suitcase

Timing:



EPISODE # 1025-173

Production :

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ADVENTURE TIME



Sc. 67 Pnl. B Bg. day night

①

②

BG/SA

Sc. 68 Pnl. A Bg. day night

Dialog:	① F * SIGH *	② J: Hey Finn, I.. I'm real sorry about this...
Action:		
Timing:		

EPISODE # 1025-173

Production :

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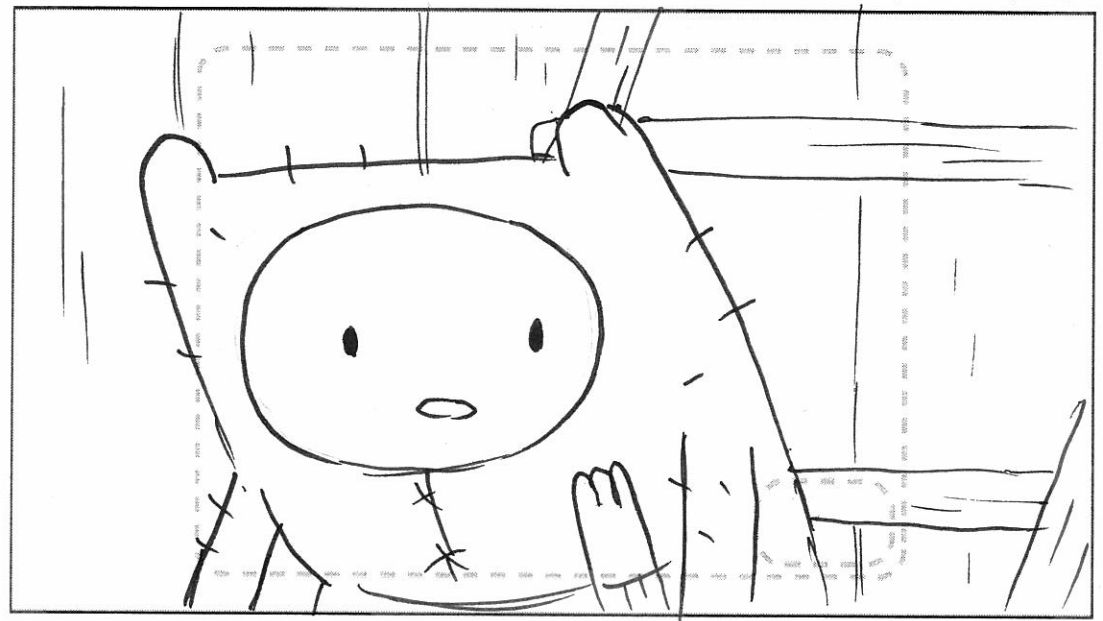
ADVENTURE TIME



Sc. 68 Pnl. B Bg. day night



Sc. 69 Pnl. A Bg. day night



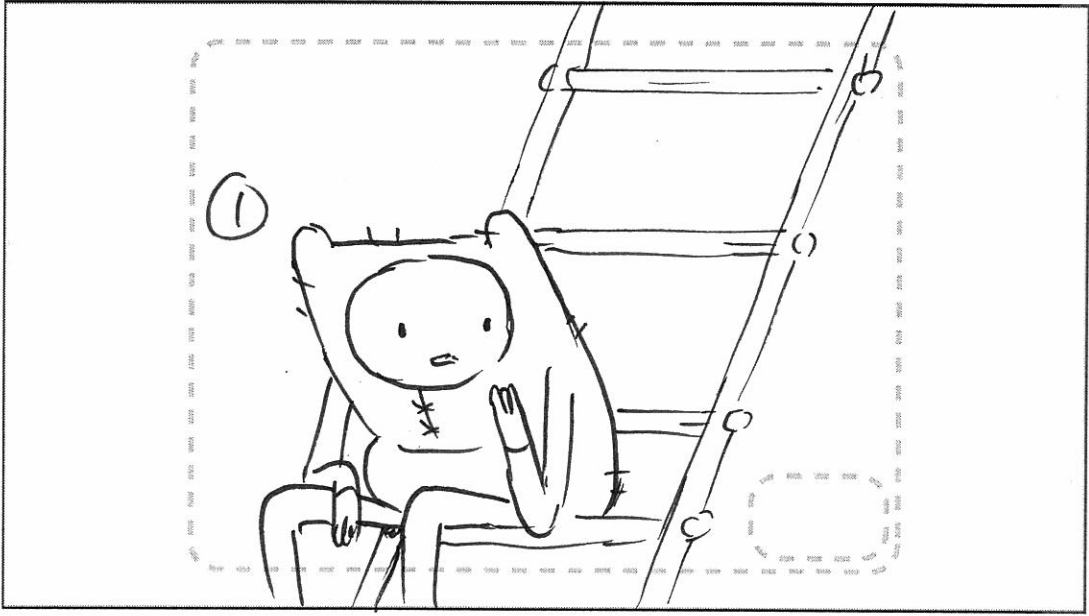
Dialog:	(J) → somehow I feel like it's kinda my fault.	(F) Nah man, it's really not so bad.
Action:		
Timing:		

EPISODE # 1025-173
Production :

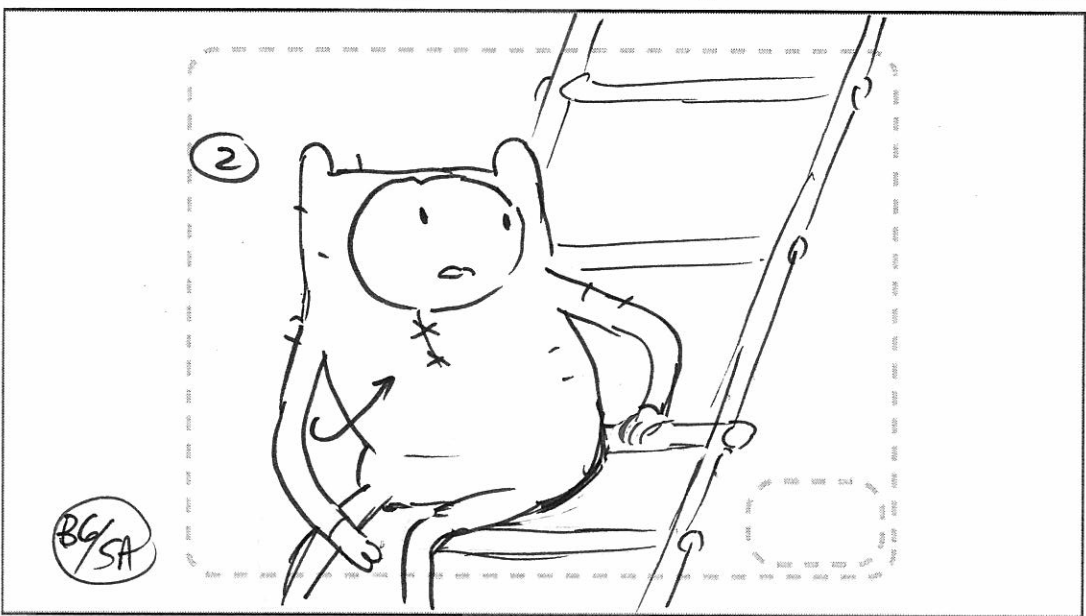
ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Sc. 70 Pnl. B Bg. day night



Dialog:	(F:) Let's just sleep →
Action:	
Timing:	

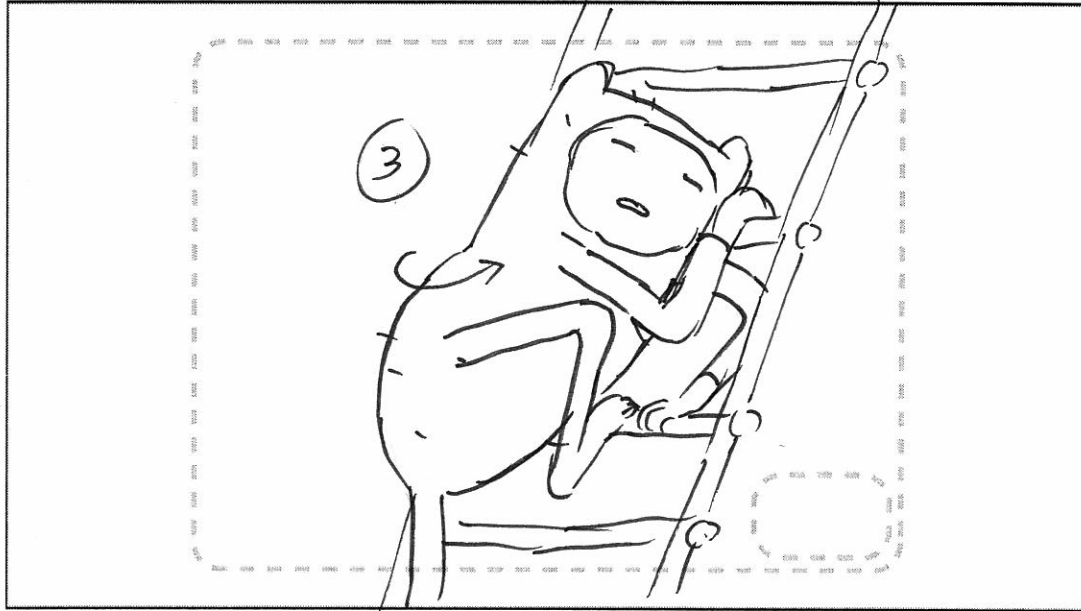
EPISODE # 1025-173
Production :

ADVENTURE TIME

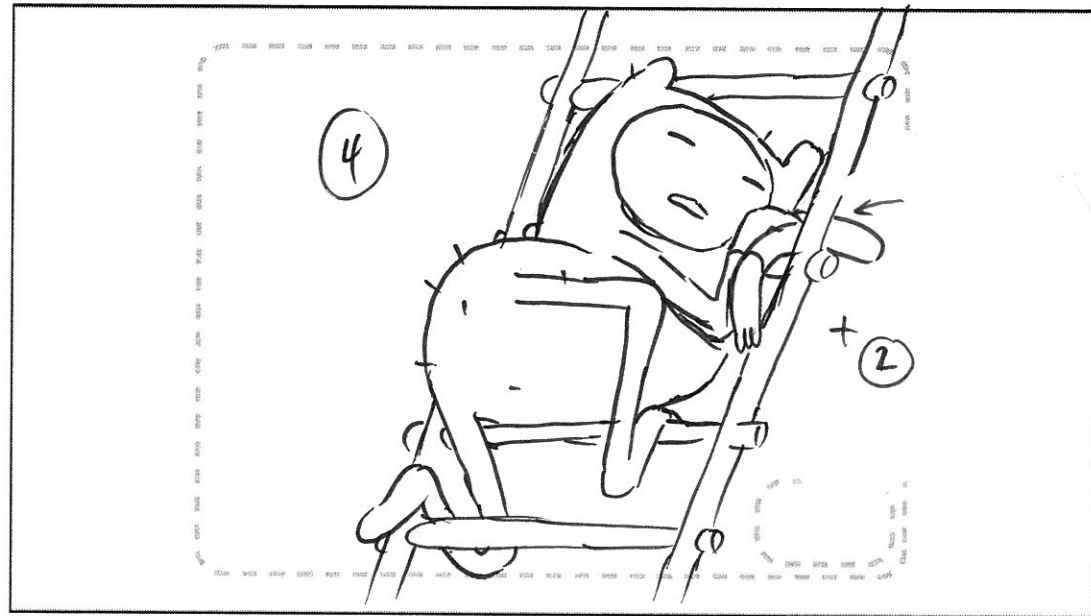


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Sc. 70 Pnl. C Bg. day night



Sc. 70 Pnl. D Bg. day night



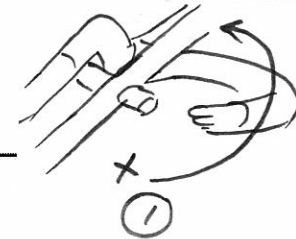
Dialog:

→ on it tonight.

Action:

Finn reaches pose 4 in one motion - holds for a moment, then slumps down into pose 5

Timing:



EPISODE #

1025-173

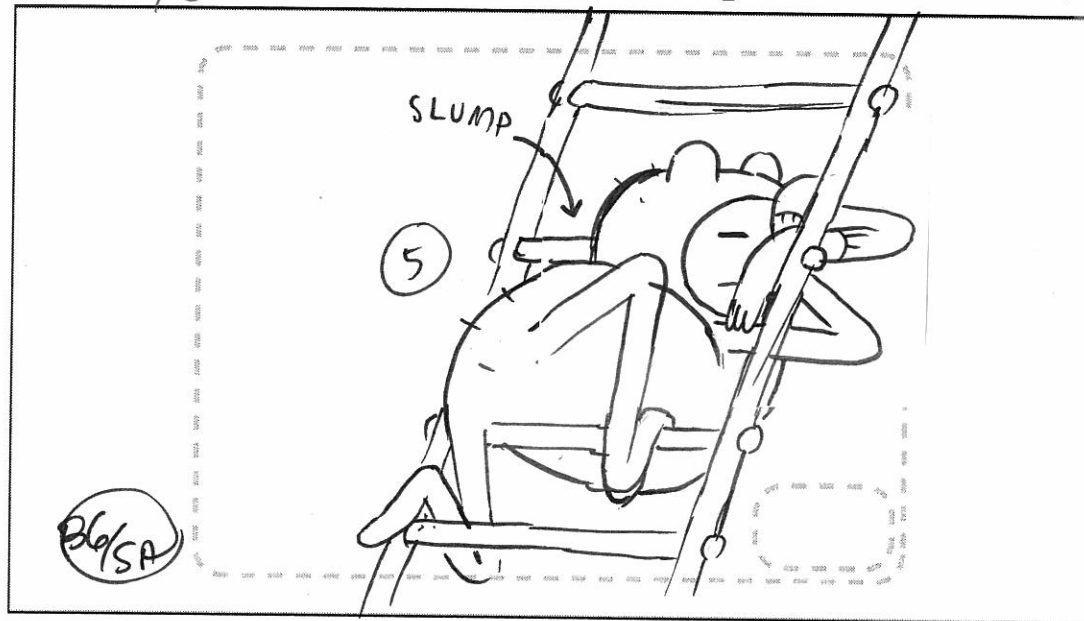
Production :

ADVENTURE TIME

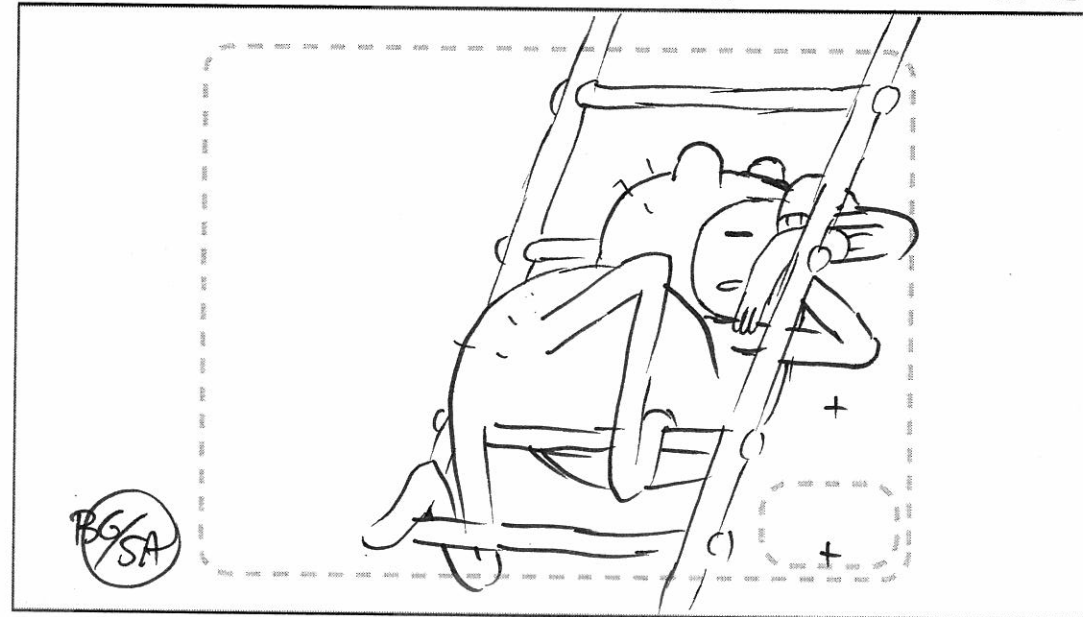


Page 114

Sc. 70 Pnl. E Bg. day night



Sc. 70 Pnl. F Bg. day night



Dialog:

(F) We can figure it out in the morning.

Action:

Timing:

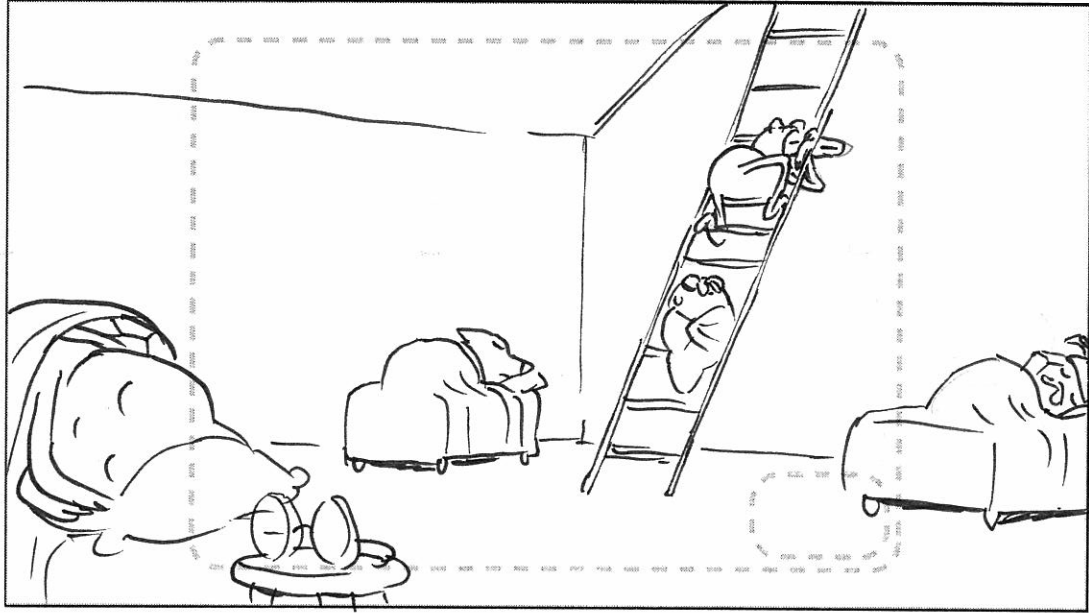
EPISODE # 1025-173

Production :

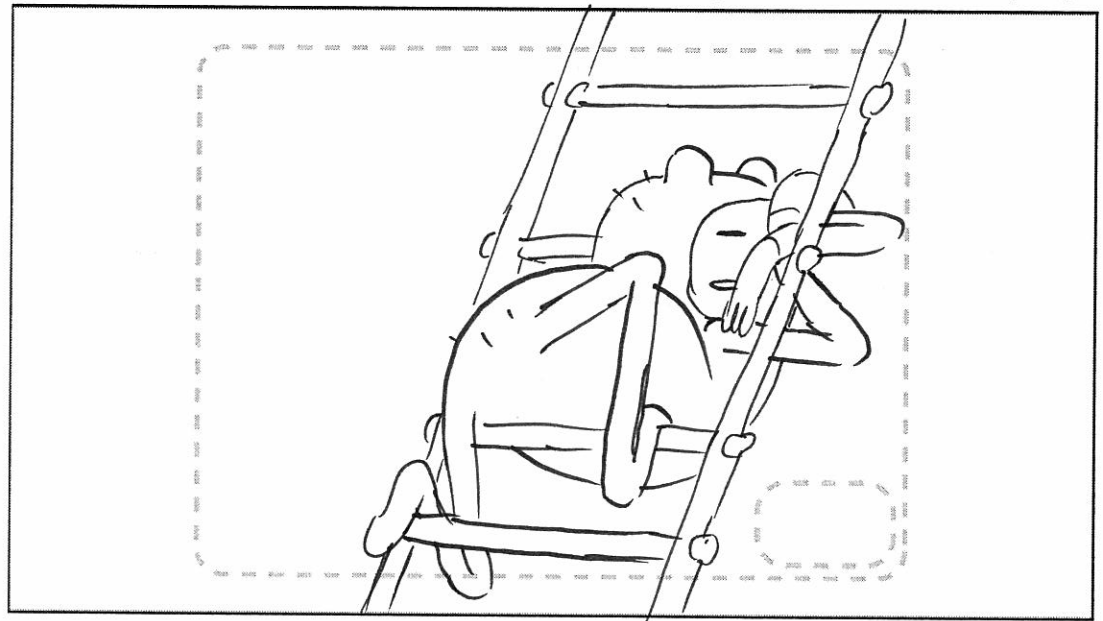
ADVENTURE TIME



Sc. 71 Pnl. A Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:	(J:) You're... gonna sleep like that ?	(F:) Yeah man, it's tough. I'm a tough kid.
Action:		
Timing:		

EPISODE # 1025-173

Production :

25

ADVENTURE TIME



Page 116

Sc. 73 Pnl. A Bg. day night



Sc. 73 Pnl. B Bg. day night



Dialog:

Action:

Timing:

(J:) (2:) *SIGH*



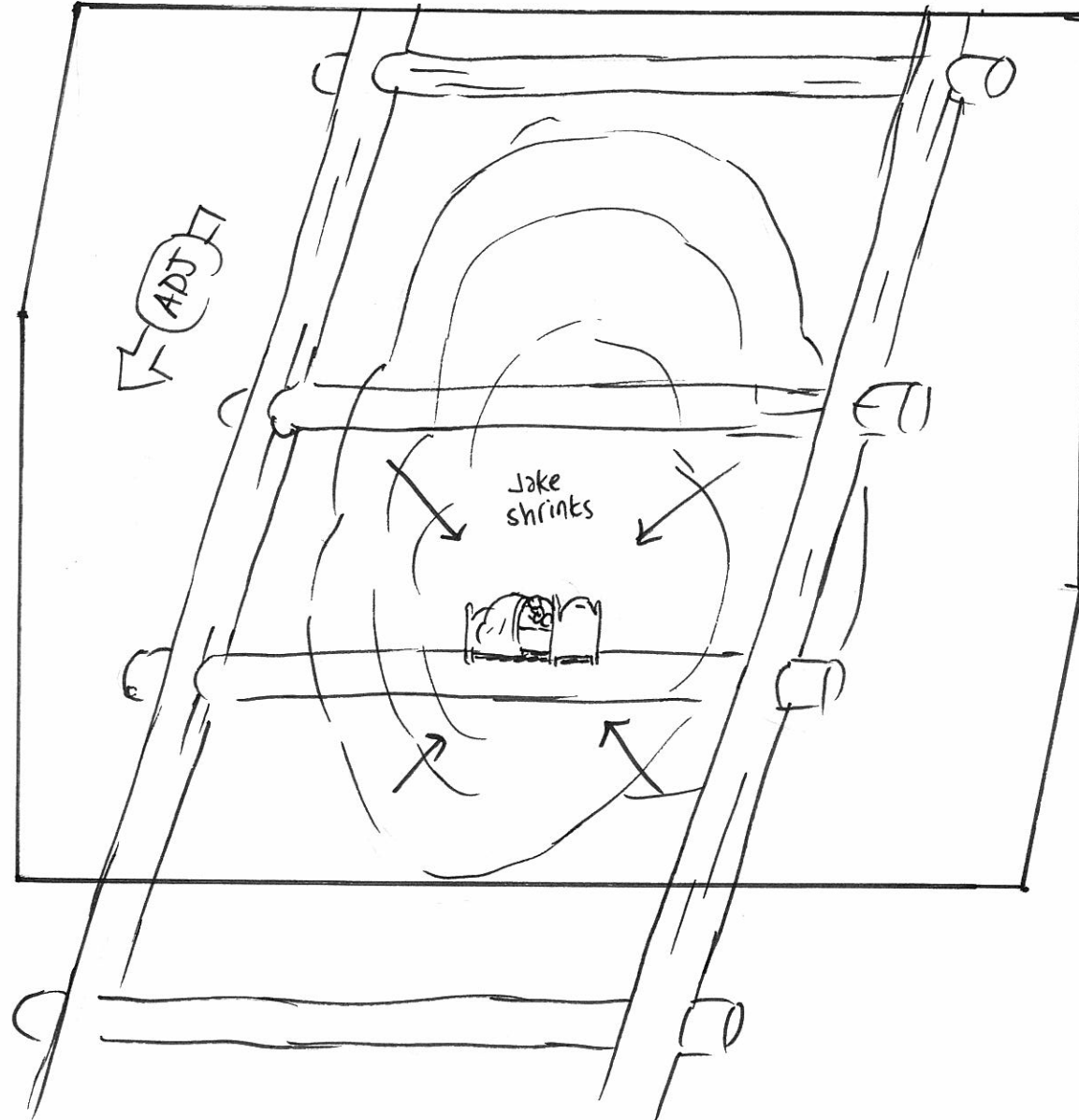
EPISODE #
1025-173

Production :

Sc. 73

Pl. C

Bg.



ACTION:

Jake shrinks and transforms into bed and blankets.

EPISODE #:

1025-173

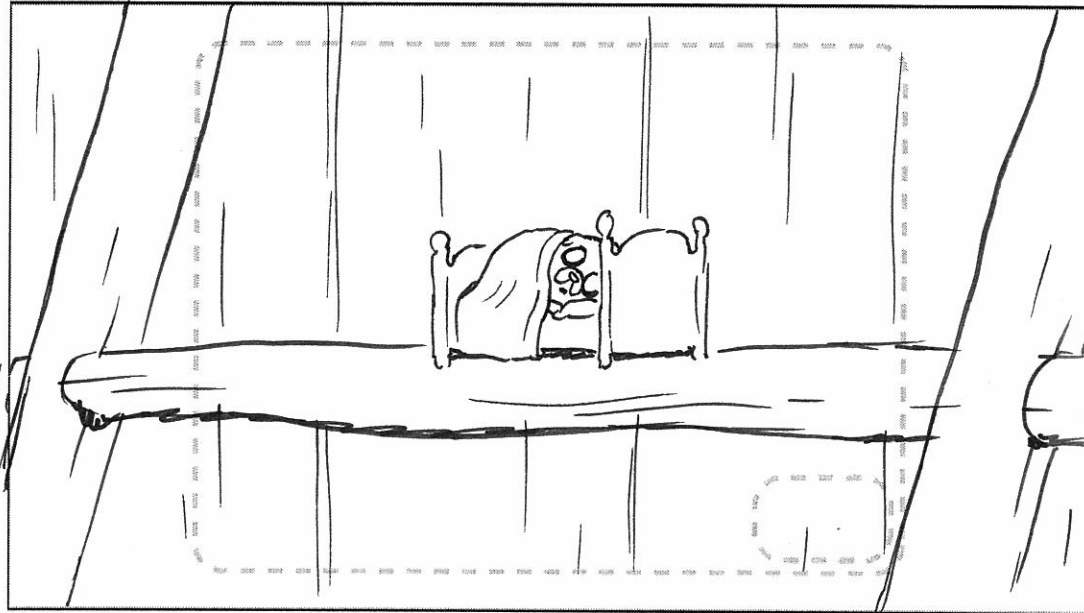
Production:

ADVENTURE TIME

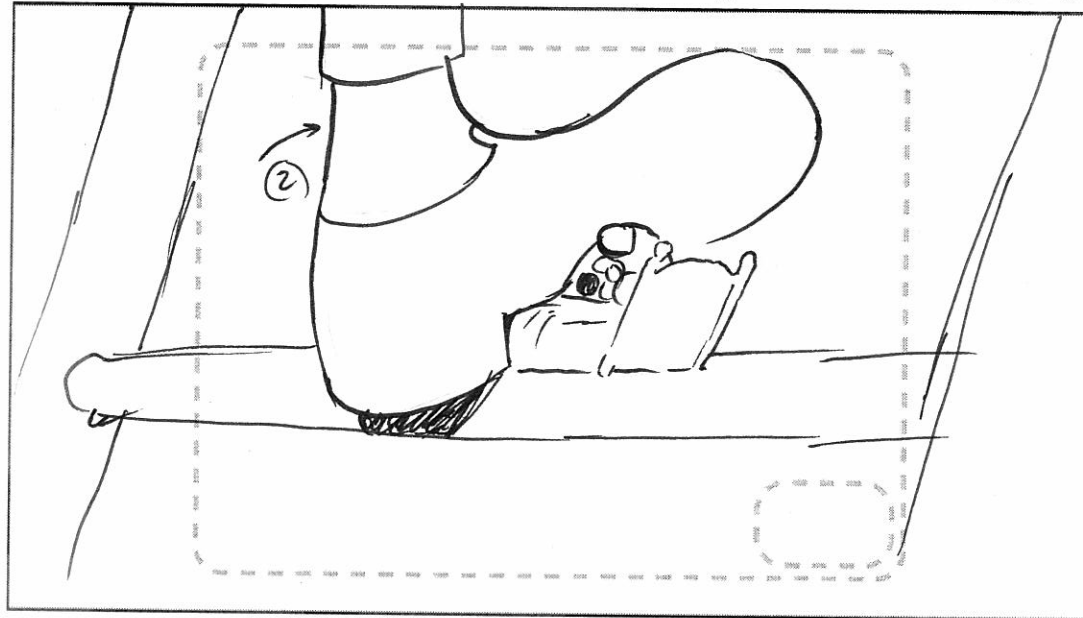


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Sc. 74 Pnl. A Bg. day night



Sc. 74 Pnl. B Bg. day night

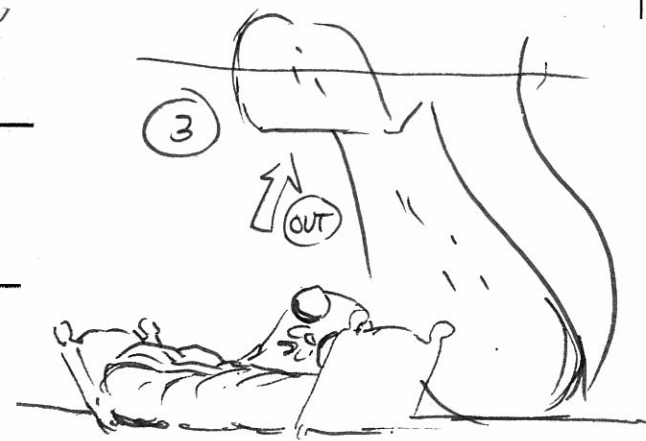
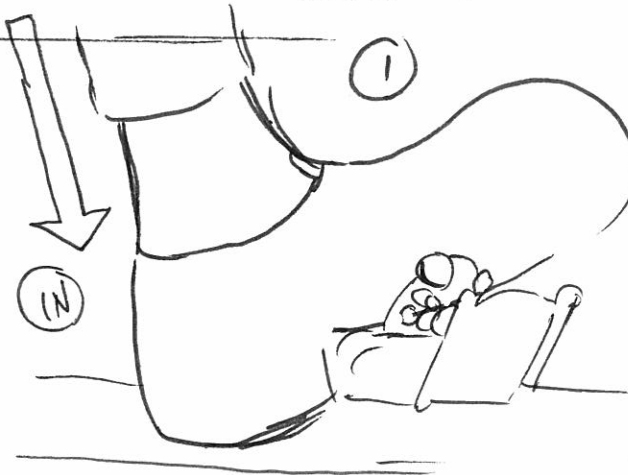


Dialog: (J) (almost to self:) I promise I'll work this thin--

Action: Mr. F steps into frame, onto Jake, squeezing out

Timing: Jake's head + eyes

(J) → BLEARGH!
(MR. F) (OS) Oh man,



EPISODE #

1025-173

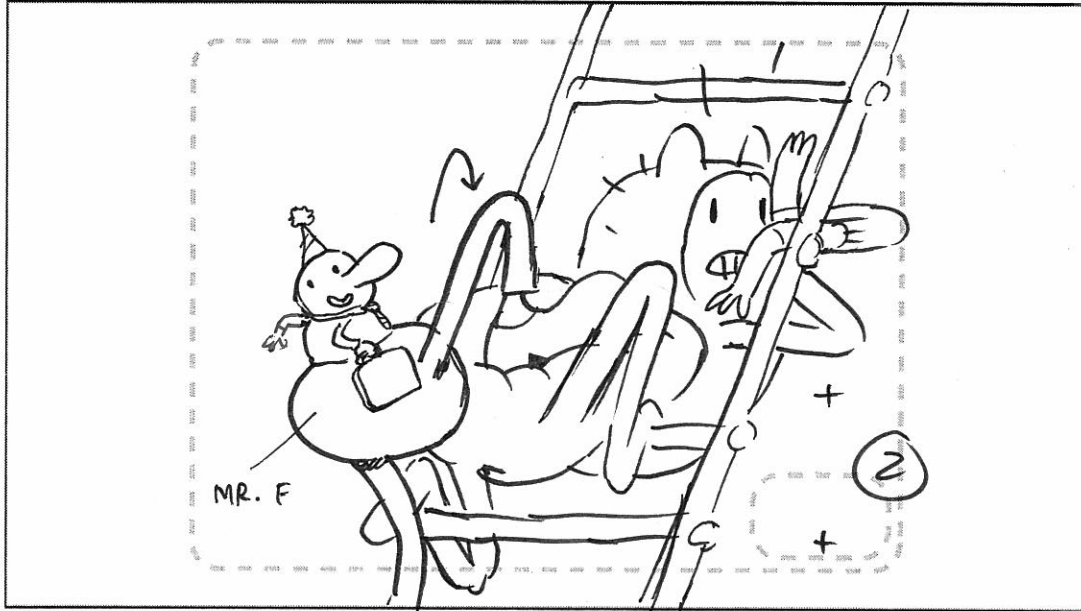
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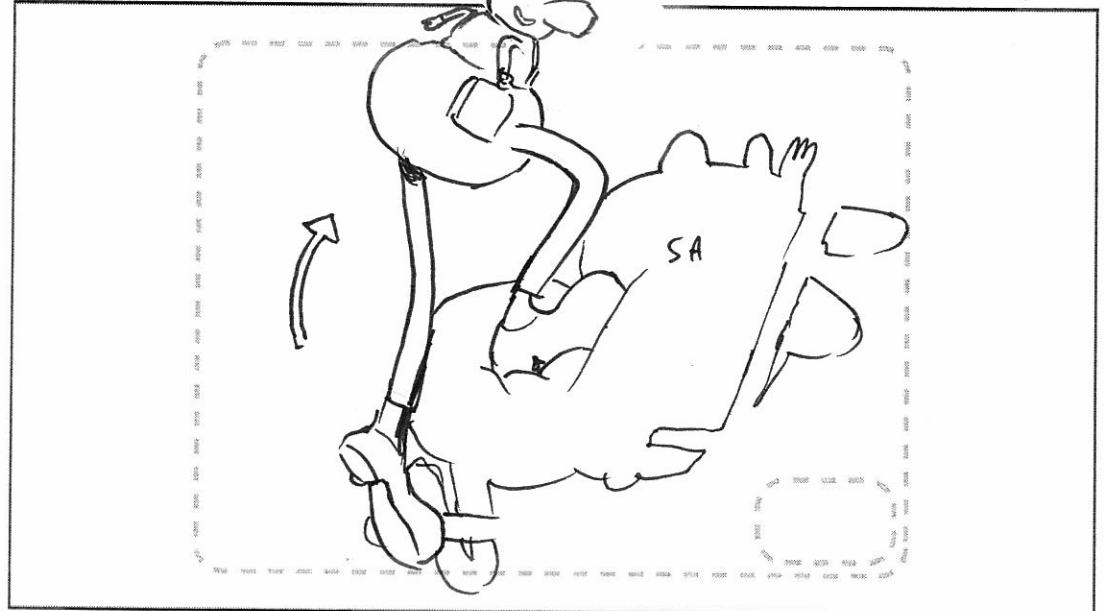
ADVENTURE TIME



Sc. 75 Pnl. A Bg. day night



Sc. 75 Pnl. B Bg. day night



Dialog:	(MR F:) Gee but it's great to be back home, → (FINN:) * PAINED GRUNT *
Action:	(F:) * PAINED GROANING → - Mr. F steps onto Finn's butt
Timing:	



EPISODE # 1025-173
Production :

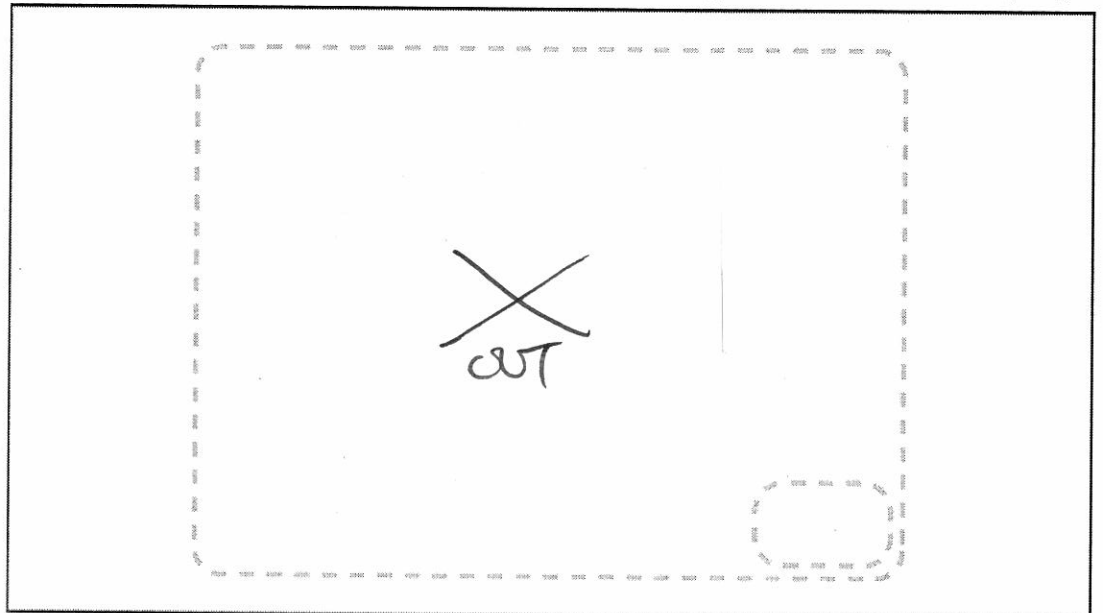
ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(MR F.) → eh, Mr. B? (F:) → *PAINED GROAN* →
Action:
Timing:

EPISODE #

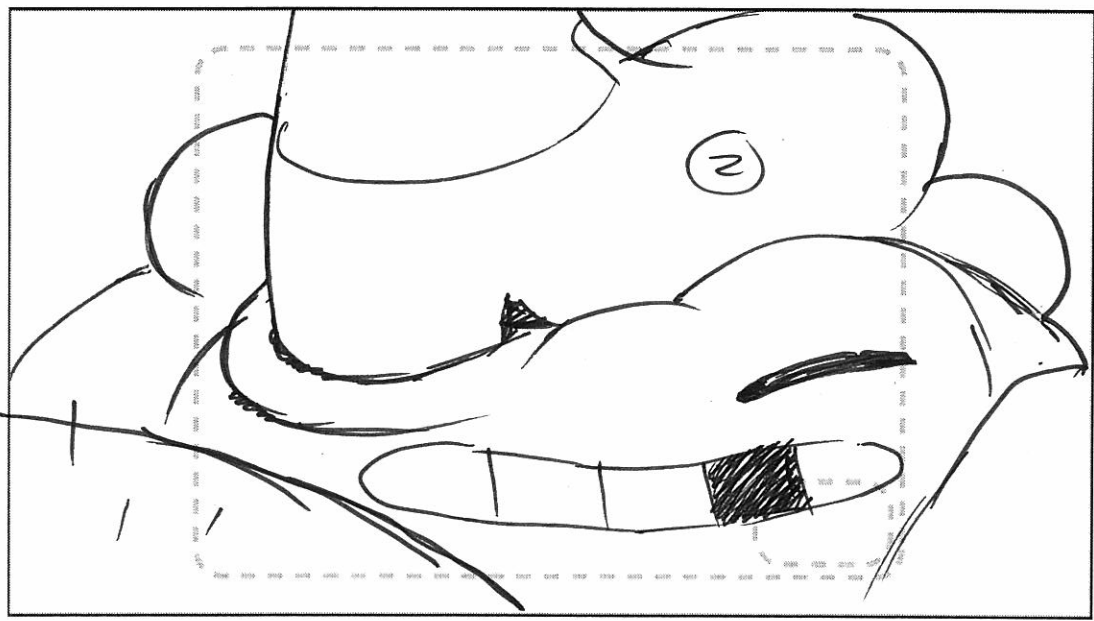
1025-173

Production :

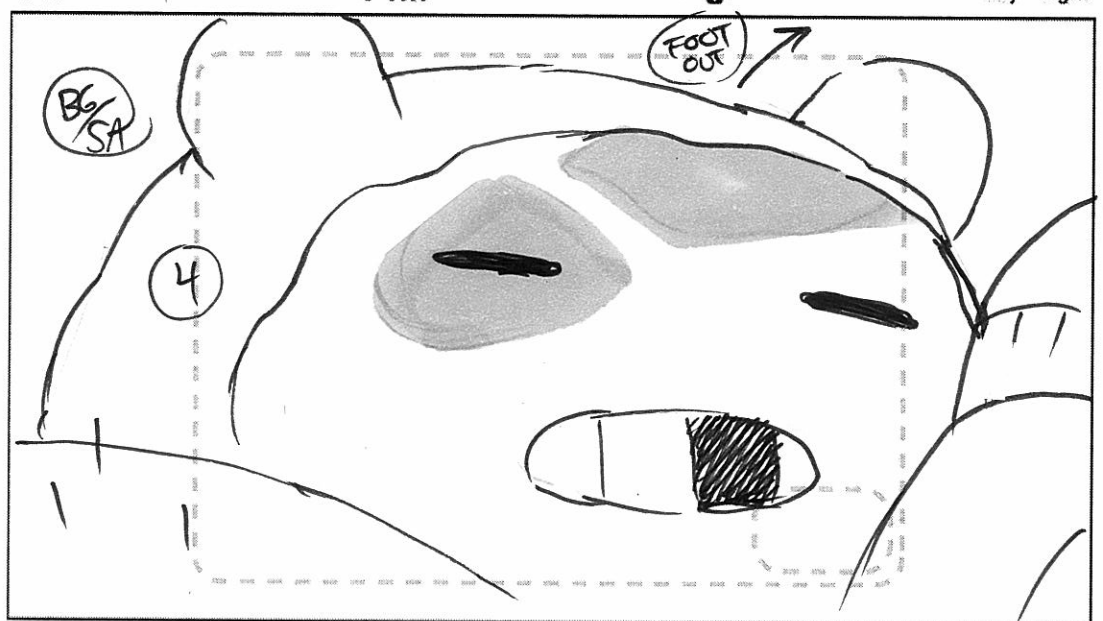
ADVENTURE TIME



Sc. 76 Pnl. B Bg. day night



Sc. 76 Pnl. C Bg. day night



Dialog:	
Action:	- Mr. F steps onto Finn's face.
Timing:	

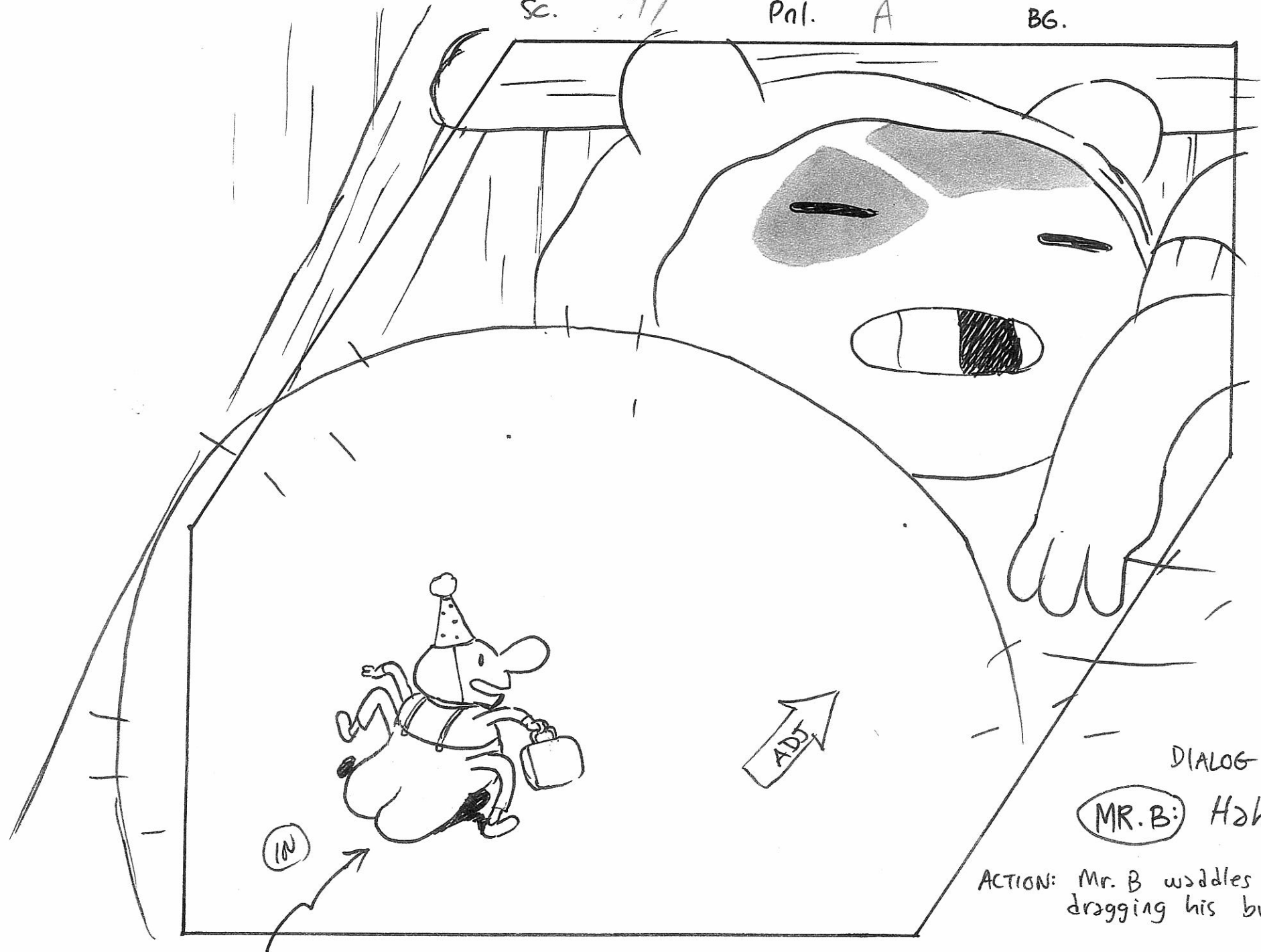


EPISODE # 1025-173

Sc. 77

Pal. A

BG.



DIALOG
(MR. B:) Haha yeah!

ACTION: Mr. B waddles into frame, dragging his butt.

PRODUCTION:

EPISODE #:

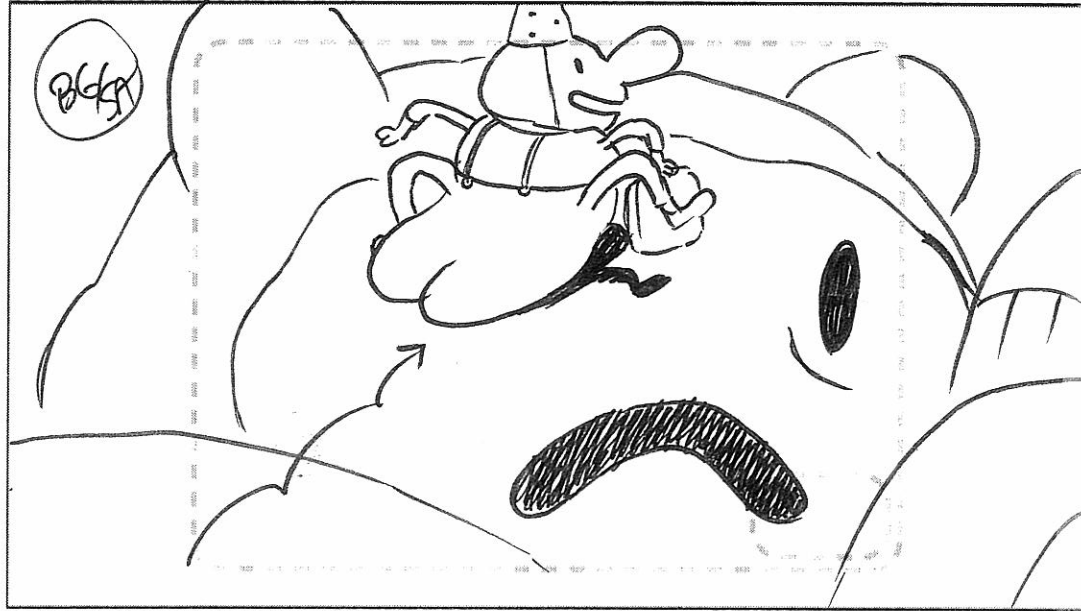
1025-173

ADVENTURE TIME



Page 123

Sc. 77 Pnl. B Bg. day night



Dialog:

MR. B: I can't wait to wash my gross fat butt!

Action:

- screen left eye stays shut

Timing:

Mr. B walks over Finn, onto ladder rung, off screen

EPISODE # 1025-173

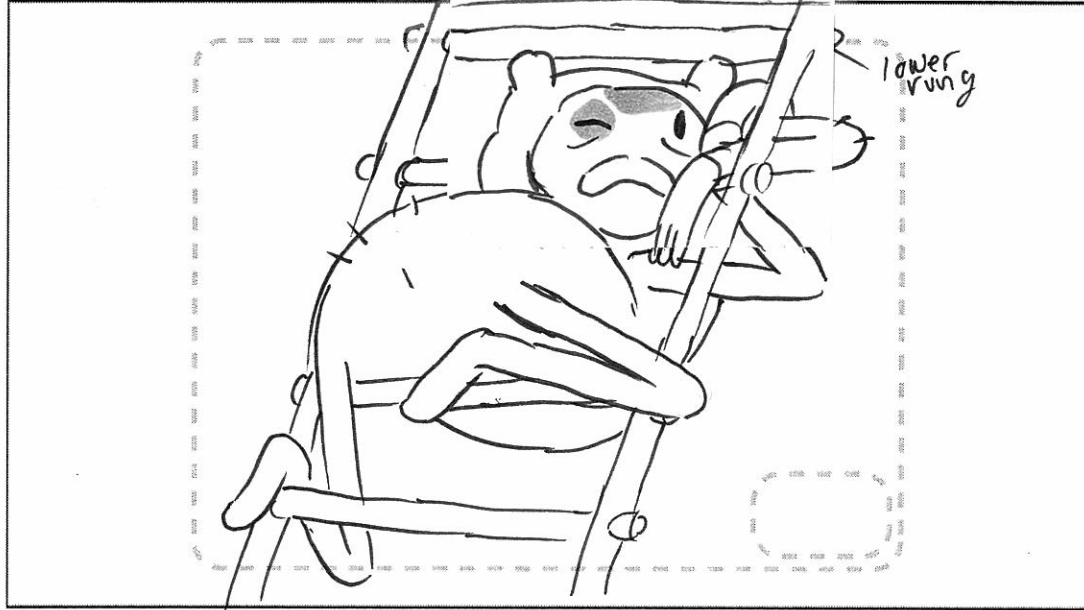
Production :

ADVENTURE TIME

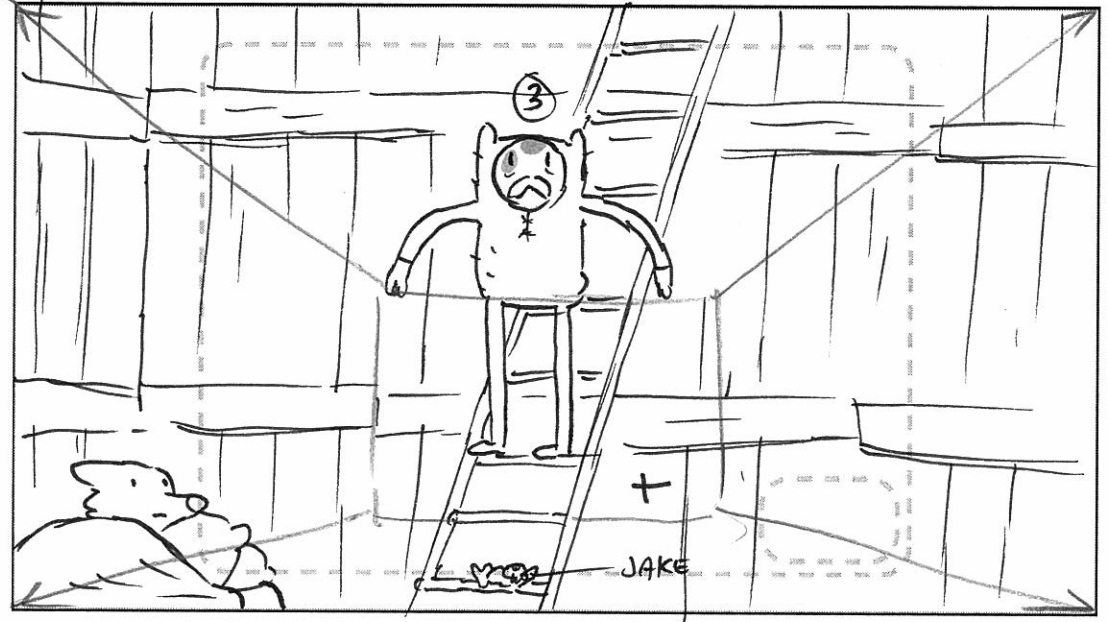


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Sc. 78 Pnl. A - day night



Sc. 78 Pnl. B Bg. day night



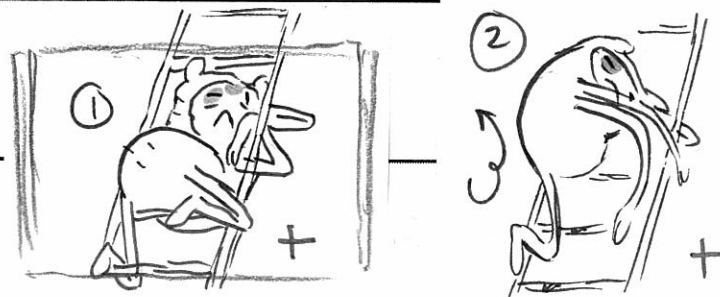
Dialog:

(F) AUGHHHH!!

(F)(3) AUGGHH!!

Action:

Timing:

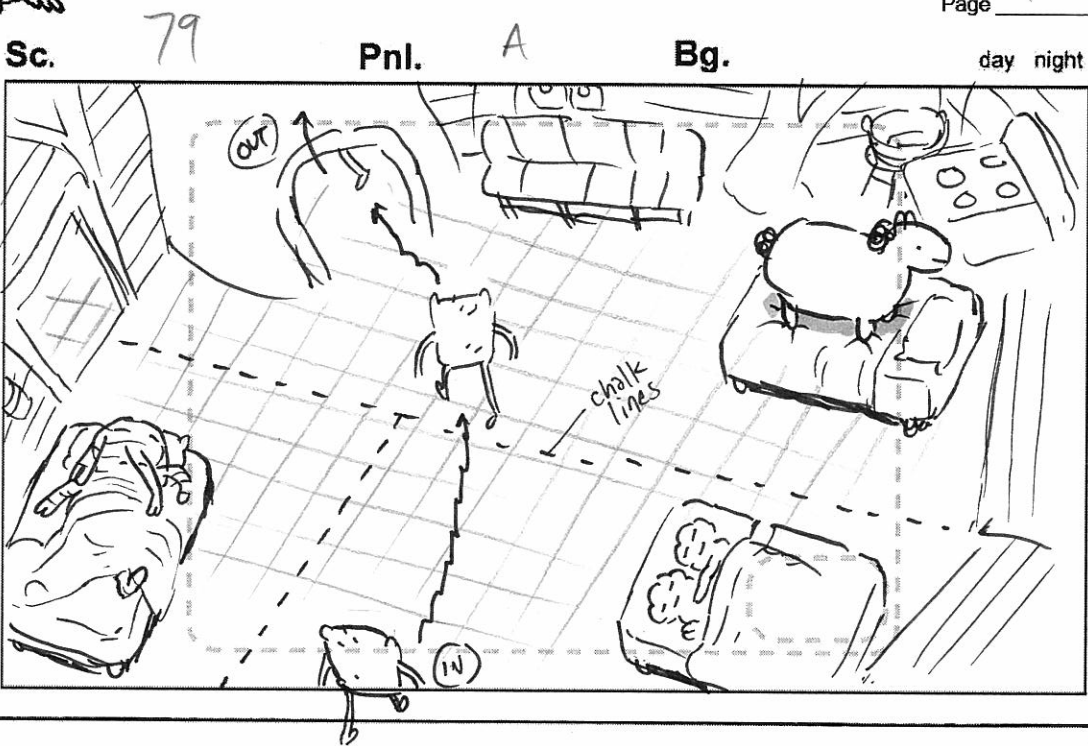
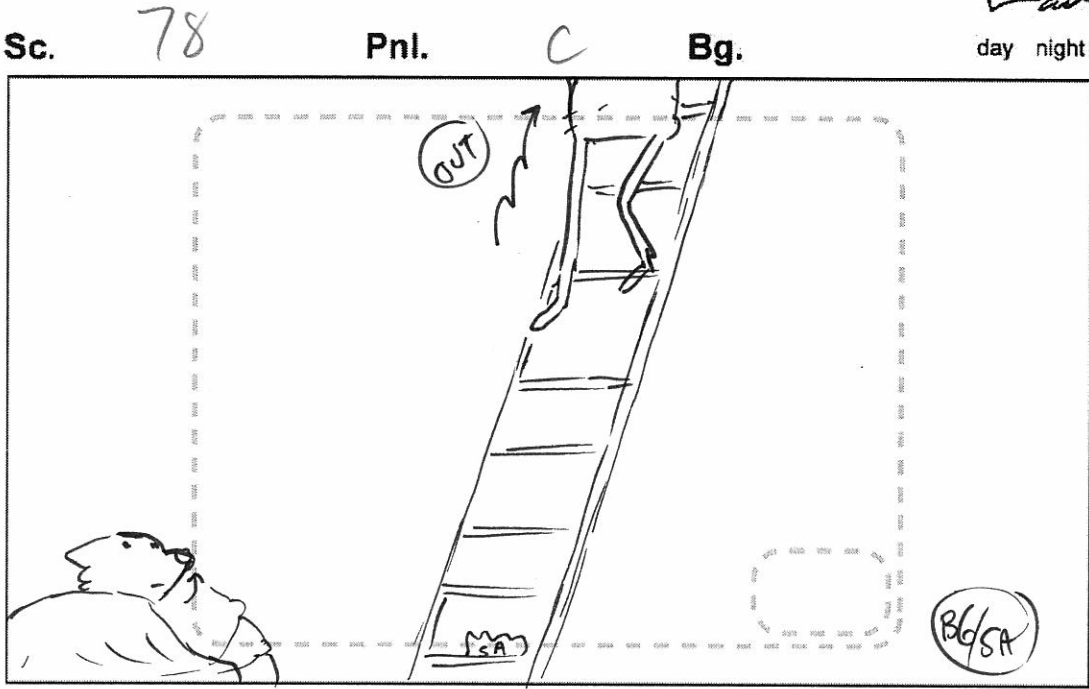


EPISODE #

1025-173

Production :

ADVENTURE TIME



Dialog: (F:) AUGGGHHH!!!

Action: - Finn walks offscreen backwards

Timing:

EPISODE # 1025-173

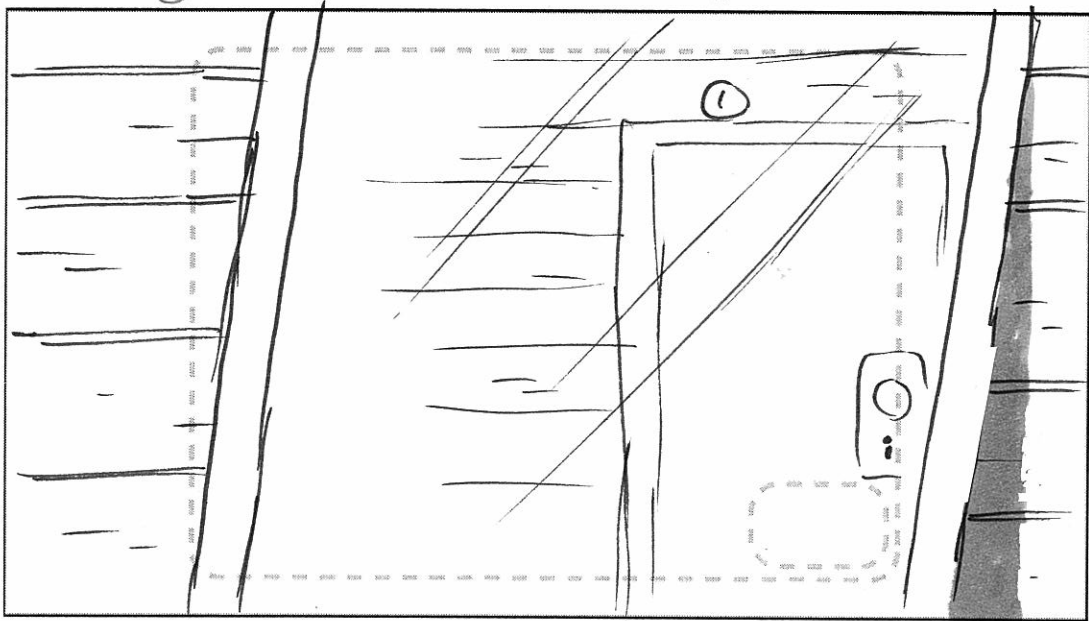
Production :

ADVENTURE TIME

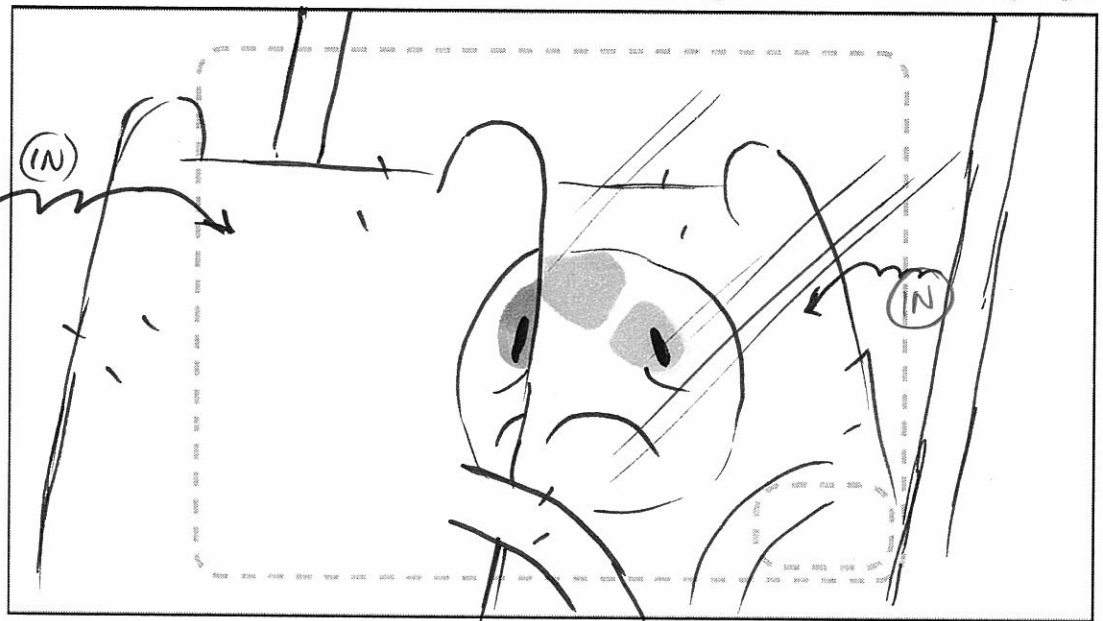


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Sc. 80 Pnl. A Bg. day night



Sc. 80 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	
<p>-Finn reaches for soap.</p>	

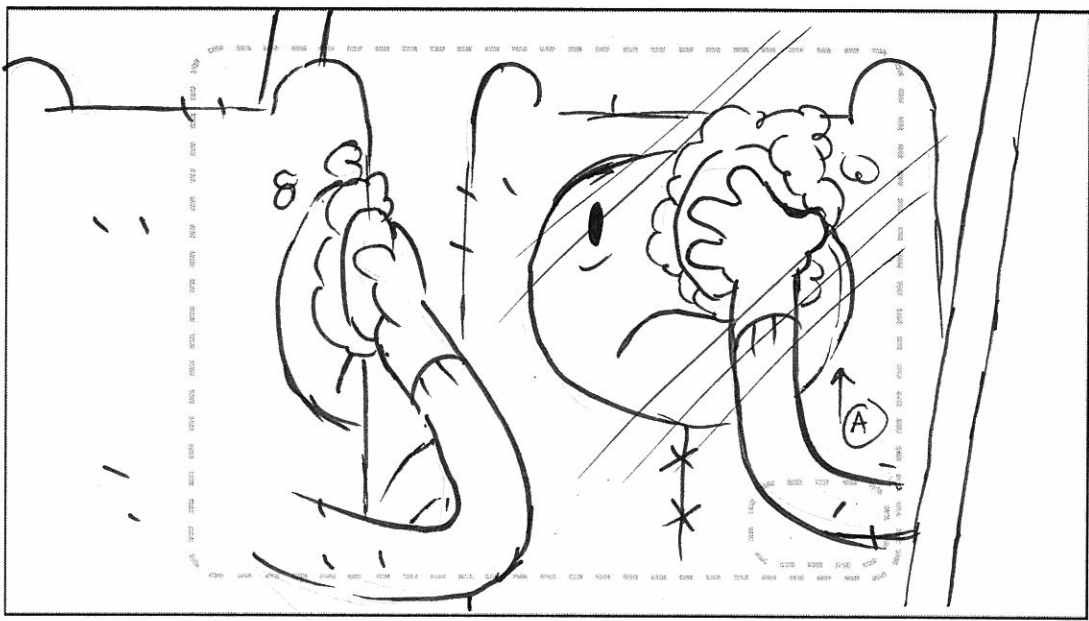
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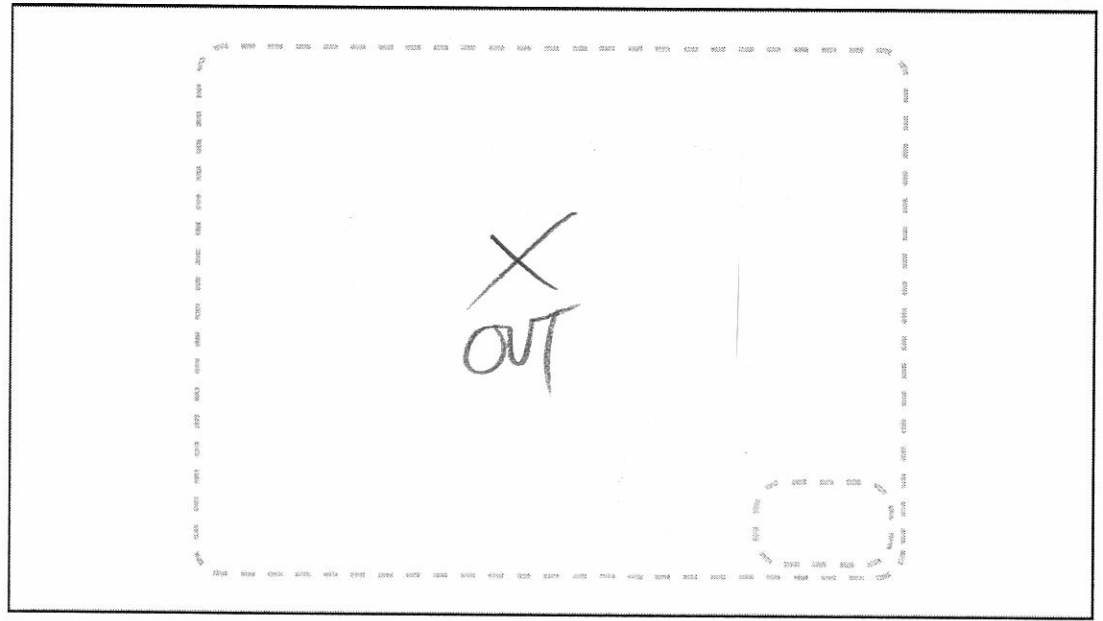
ADVENTURE TIME



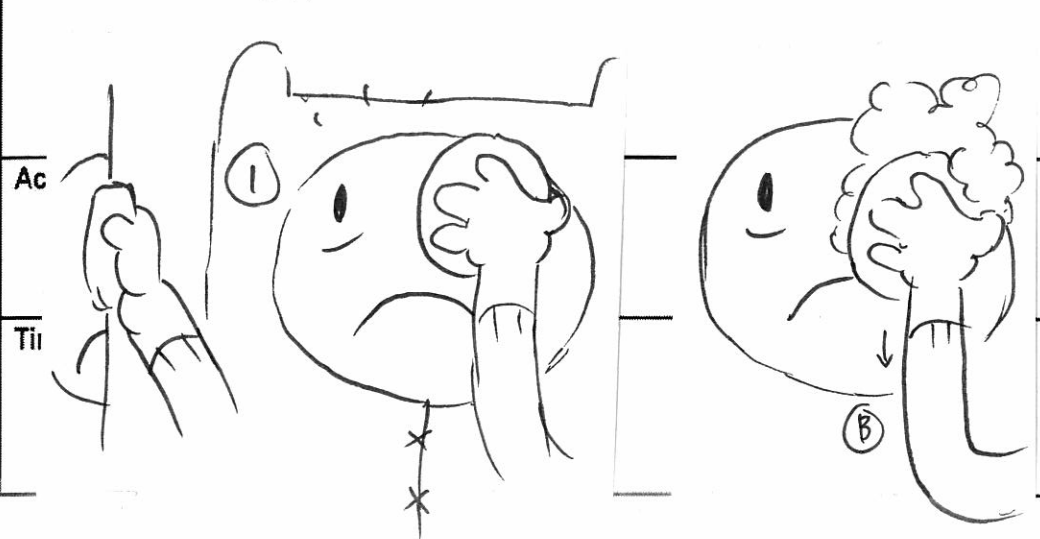
Sc. 80 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: SFX: * SCRUBBING *



-Finn scrubs face w/ soap.

EPISODE # 1025-173
Production :

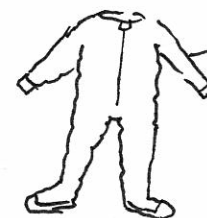
Sc. 80 Pnl. D Bg. —

SLOW
ADJ



DIALOG: (SFX: scrubbing
fades out -

(Toilet elf) [fades in] (desperate whisper)
Oh, oh holy cow...



Toilet elf wears
footie pajamas.

EPISODE #:

PRODUCTION:

1025-173

ADVENTURE TIME



Sc. 80 Pnl. E Bg. day night



Sc. 80 Pnl. F Bg. day night



Dialog: (T.E.) (desperate whisper) (A) Oh! Oh boy please hurry! (B) Yes he's INSIDE my apartment right now! (C) Oh I'm so scared!

Action: DARK + SCARY down here (markers ran out of juice) - Toilet elf is startled by knocking on the door.

Timing:



EPISODE #

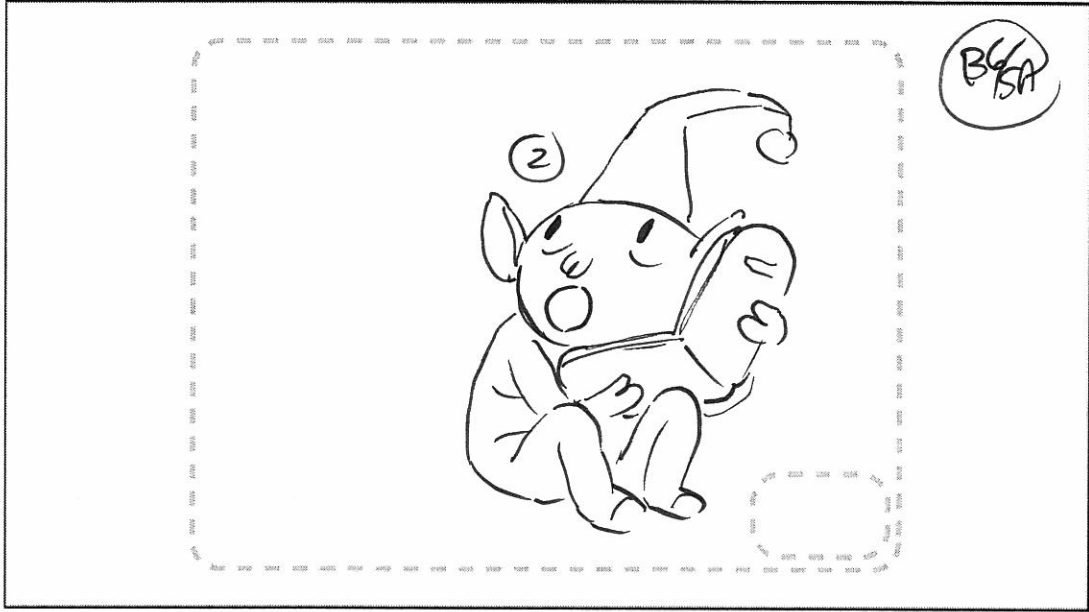
1025-173

Production :

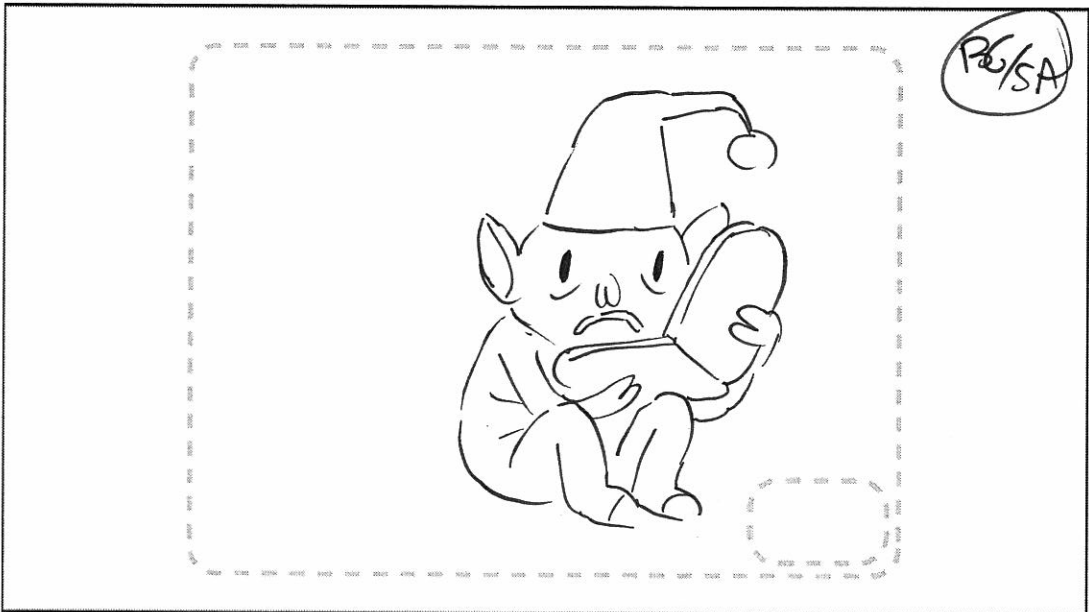
ADVENTURE TIME



Sc. 80 Pnl. G Bg. day night



Sc. 80 Pnl. H Bg. day night



Dialog: JAKE OS (through door) ① Hey buddy, you okay? You need any help in there?
②, SFX: DOOR OPENS

T.E. (whisper) Oh glob, now there's two of 'em!

Action:

Timing:



EPISODE #

1025-173

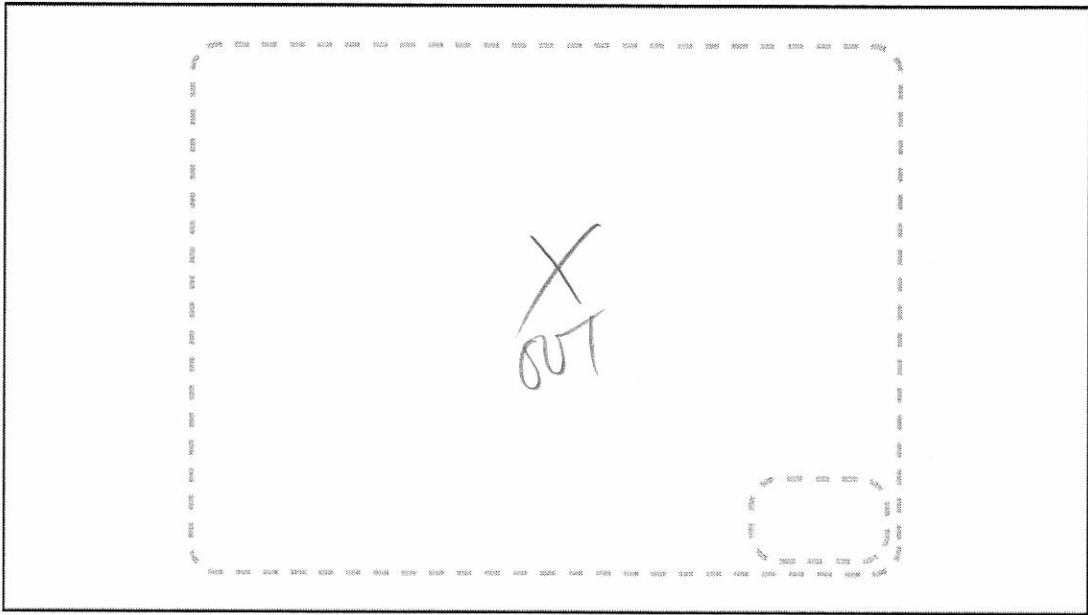
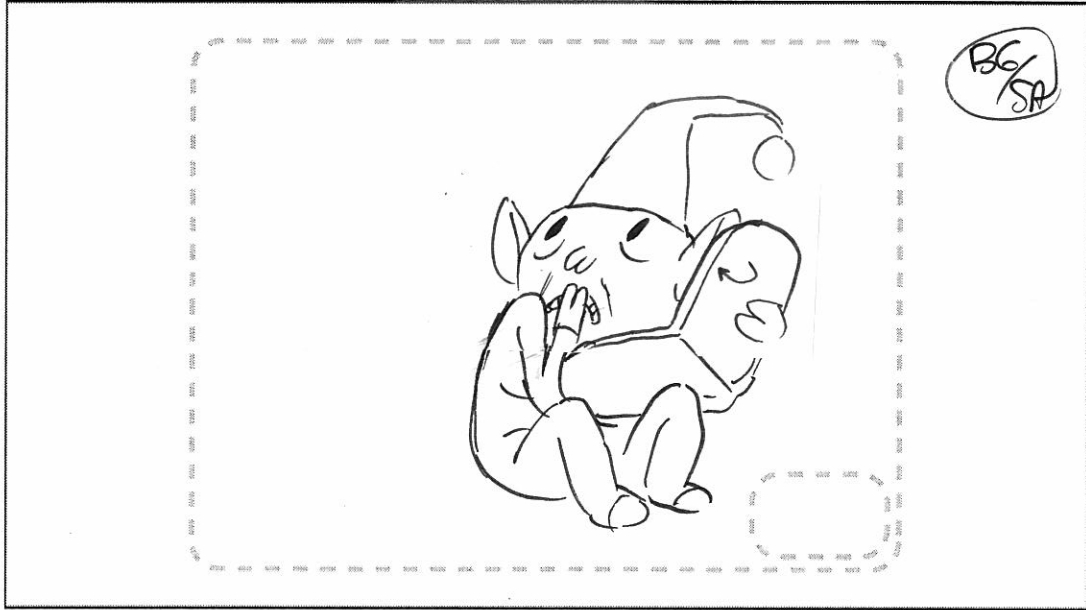
Production :

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ADVENTURE TIME



Sc. 80 Pnl. I Bg. day night Sc. Pnl. Bg. day night



Dialog: (JAKE) (OS) (inside room) I just feel like, →

Action: Elf looks up, then Jake speaks

Timing:

Production : EPISODE #

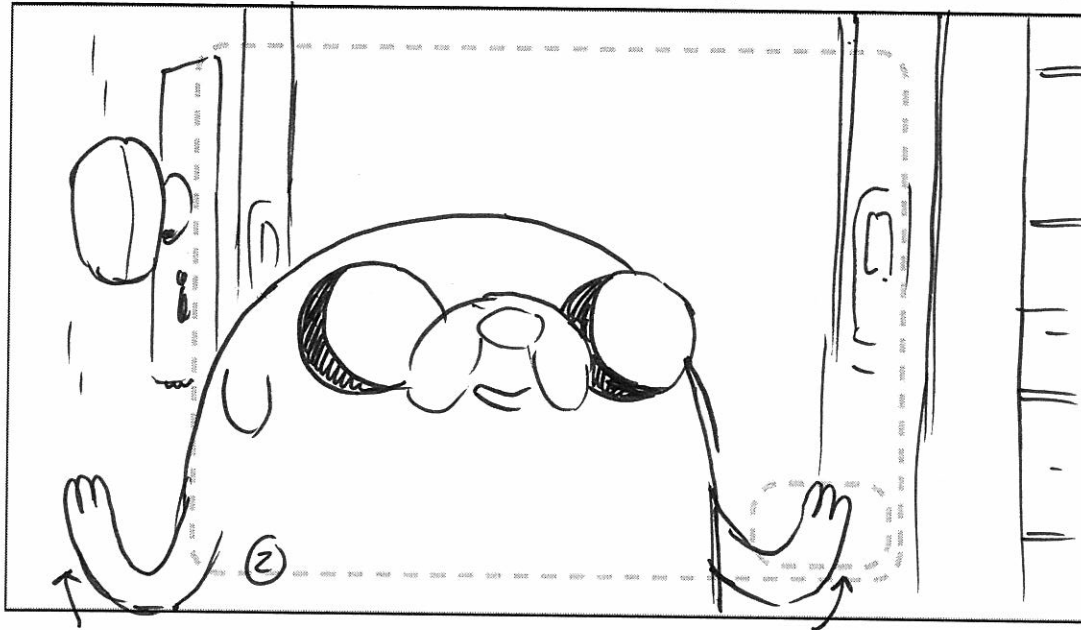
1025-173

ADVENTURE TIME

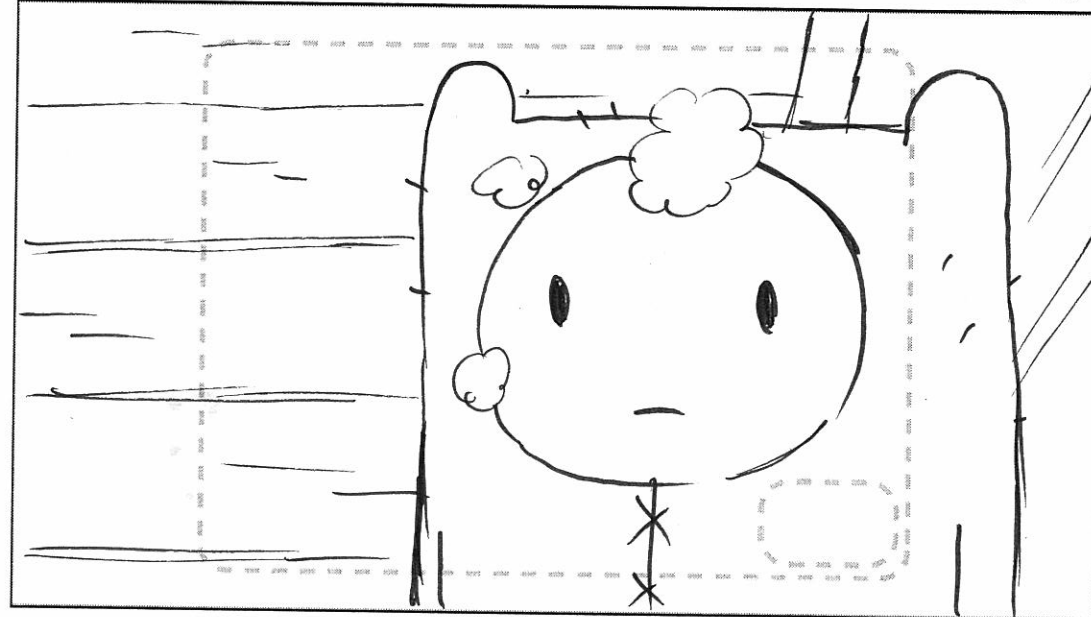


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Sc. 81 Pnl. A Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog:

(J) → ① if we're patient,
② this whole thing'll →

(J) → work itself out before
(OS) you know it.

Action:

Timing:

11 ①

EPISODE #

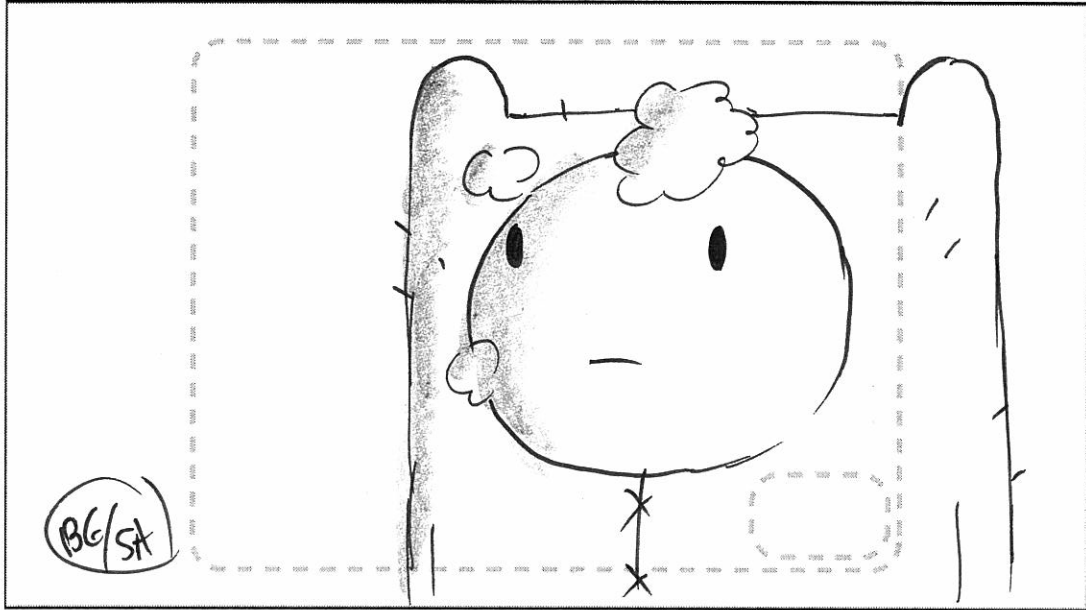
1025-173

Production :

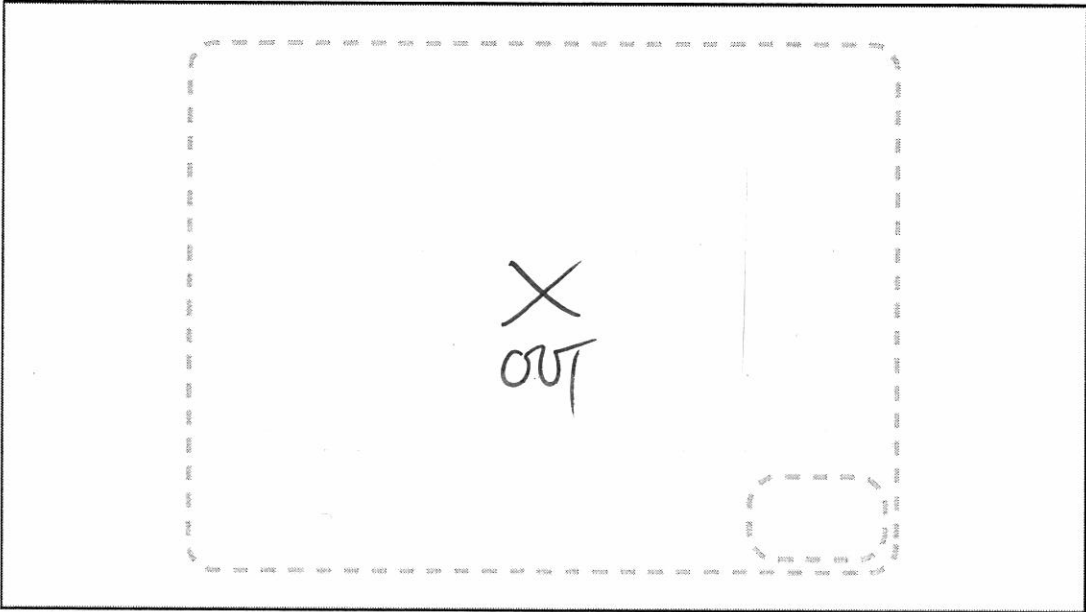
ADVENTURE TIME



Sc. 82 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: SFX: * Police siren *
woop-woop

Action: Finn's face flashes Red & Blue
* from police siren outside. *

Timing:

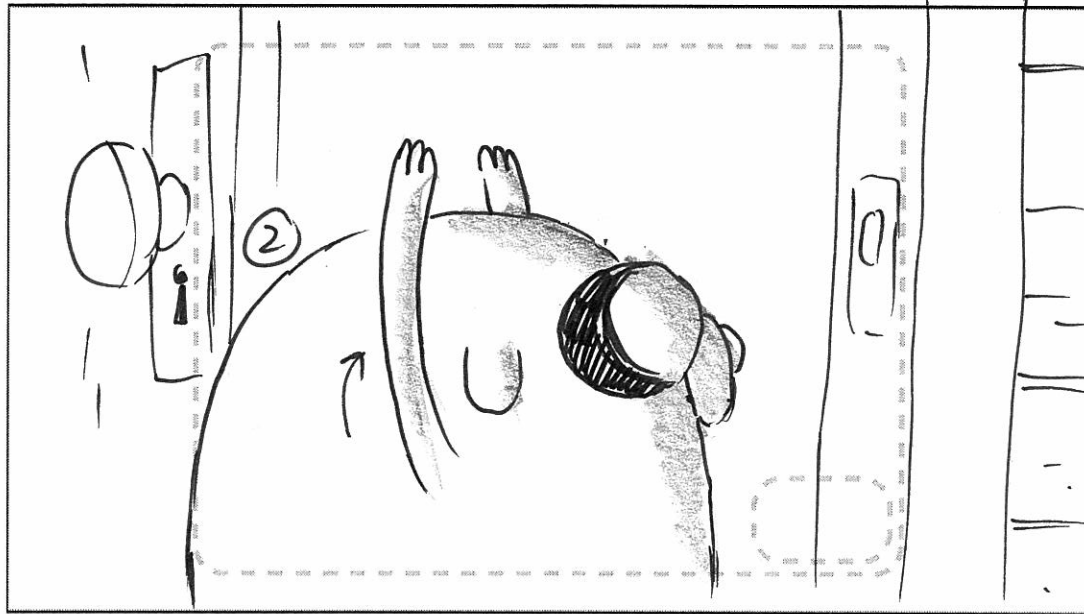
EPISODE # 1025-173
Production :

ADVENTURE TIME

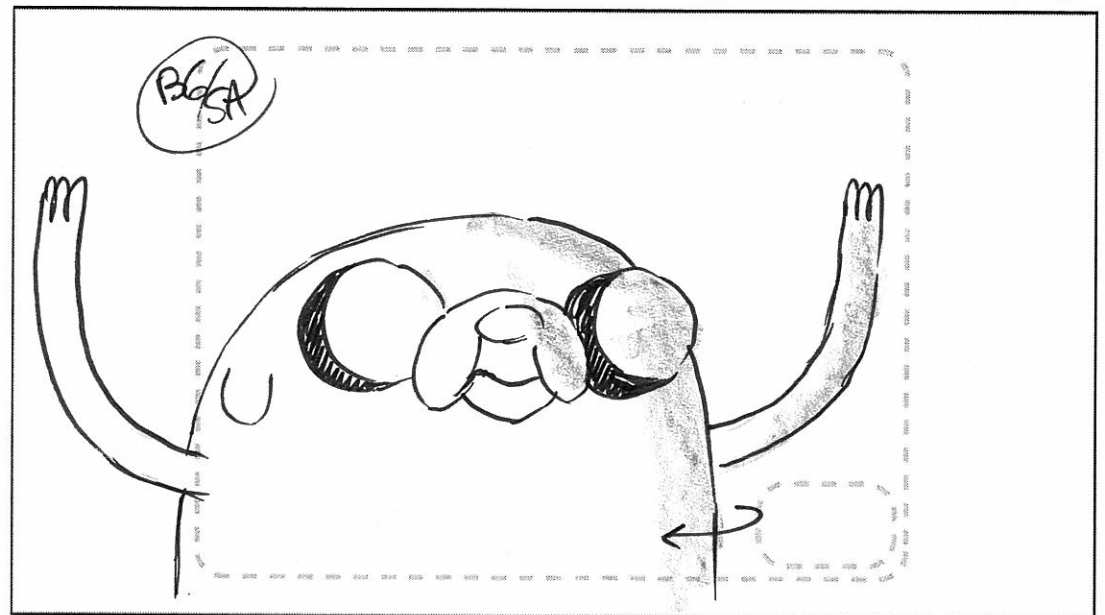


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Sc. 83 Pnl. A Bg. day night



Sc. 83 Pnl. B Bg. day night



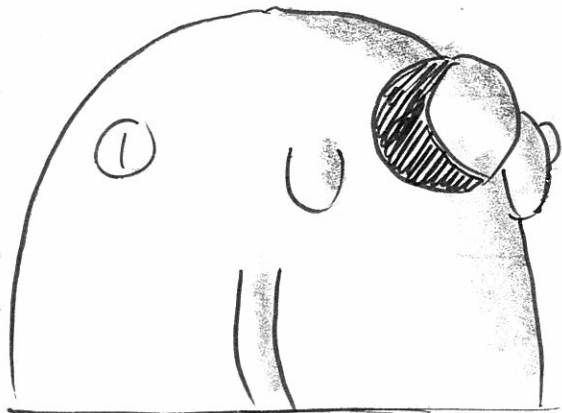
Dialog:

① *siren- weeeop*

② J: Haha!

Action: siren lights flash on Jake's face.

Timing:



J: Y'see mm? Help is on the way!

EPISODE #
1025-173

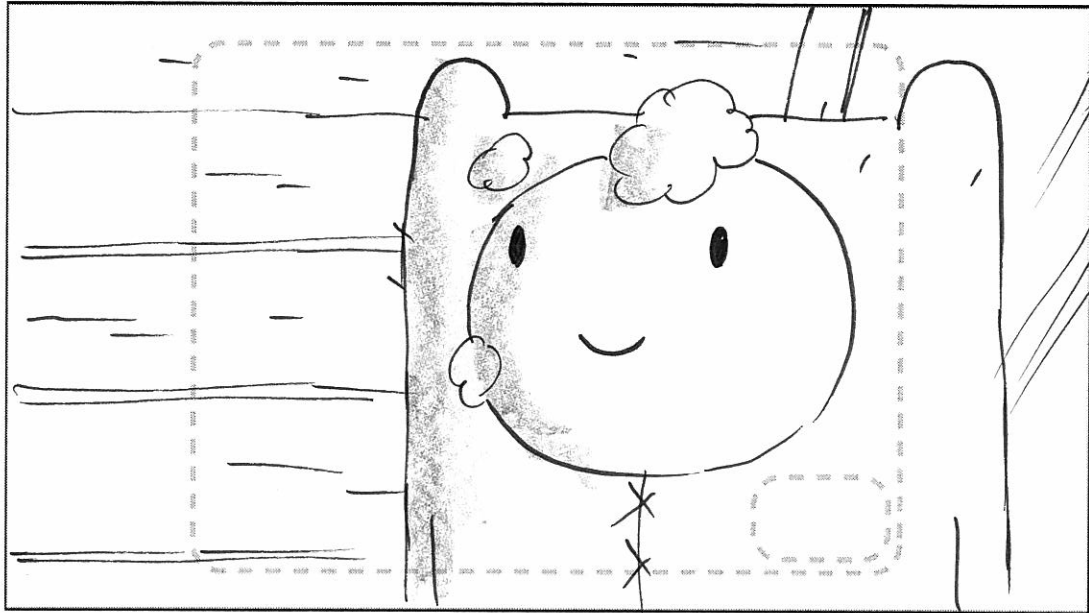
Production :

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ADVENTURE TIME



Sc. 84 Pnl. A Bg. day night



Sc. 85 Pnl. A Bg. day night



Dialog:	(JOS) Help is <u>on</u> the <u>way</u> .	SFX: * birds chirping *
Action:	DAWN	
Timing:		

EPISODE #

Production :

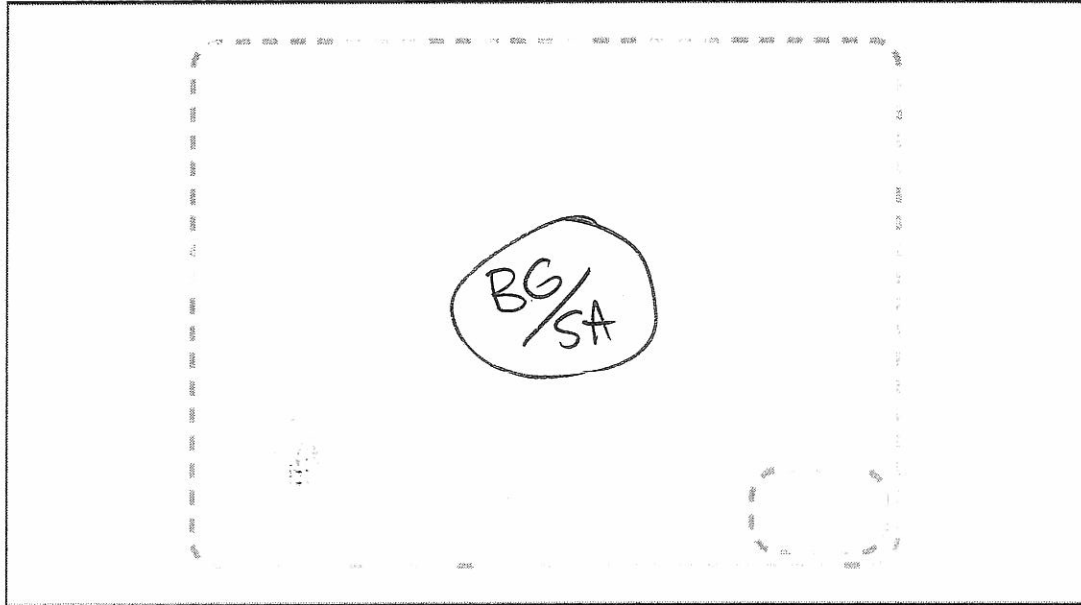
1025-173

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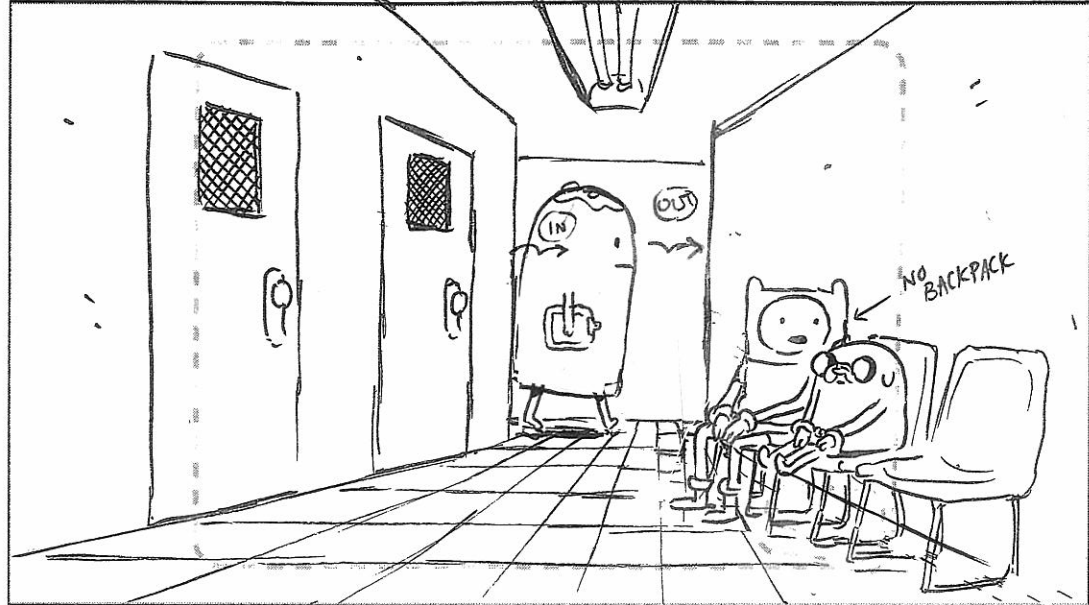
ADVENTURE TIME



Sc. 85 Pnl. 8 Bg. day night



Sc. 86 Pnl. A Bg. day night



Dialog: (FINN) (OS) man, can I tell you something?

(F) → I... don't even know what's going on here.

Action:

Timing:

EPISODE #

1025-173

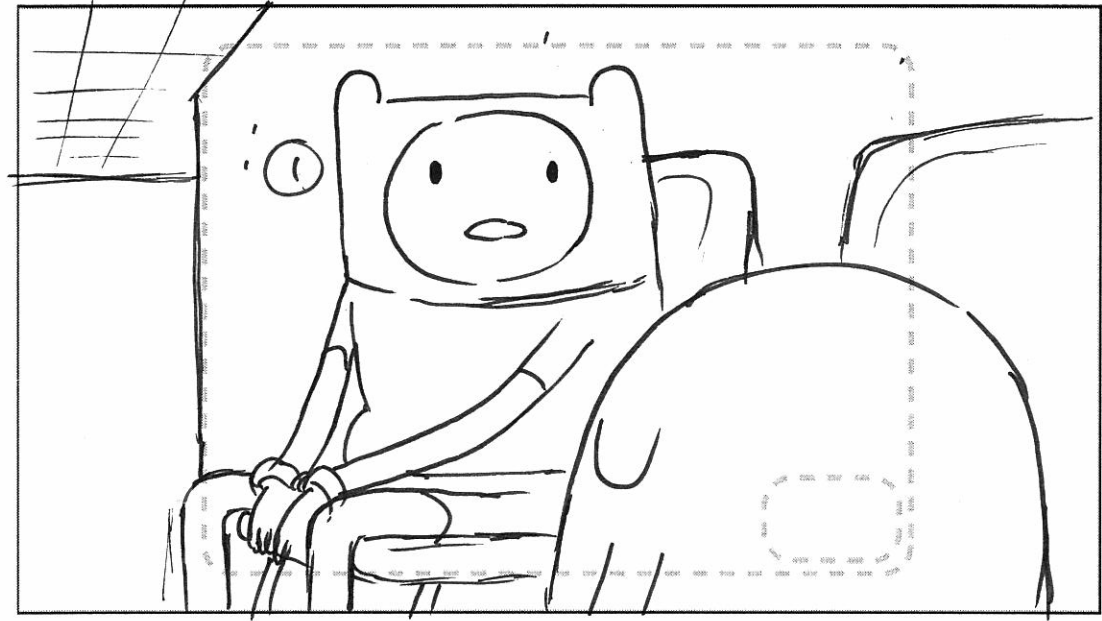
Production :

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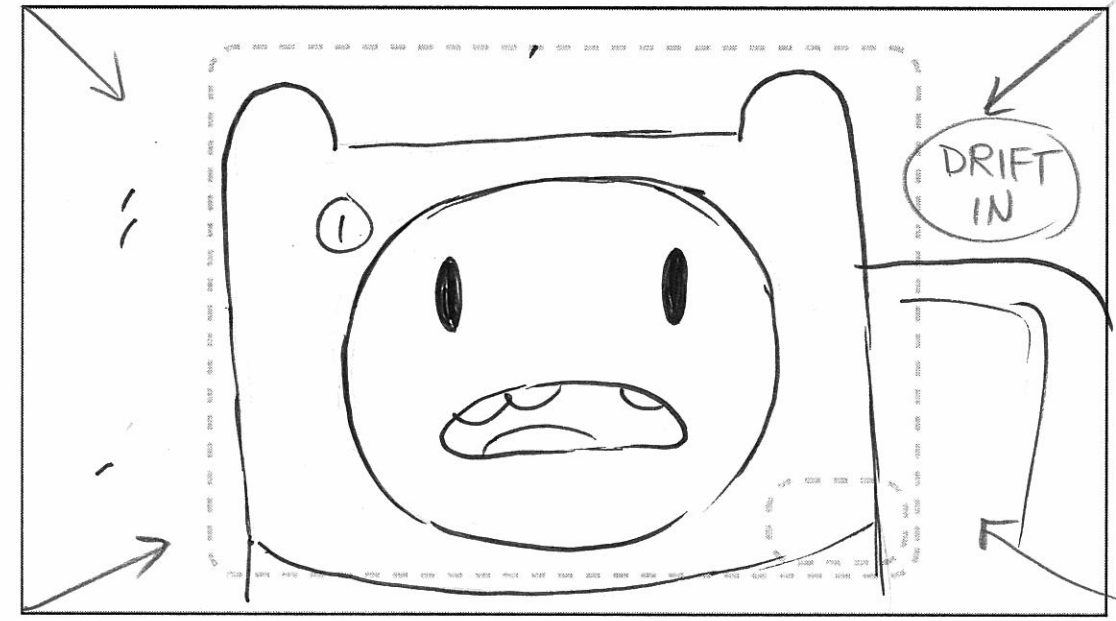
ADVENTURE TIME



Sc. 87 Pnl. A Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog:	(F) ① I mean, what the heck is a ② "deed"? →		(F) → ① How come he can buy our house when it's ② <u>OUR</u> house →	
Action:				
Timing:			② (● ●)	

EPISODE # 1025-173
Production :

ADVENTURE TIME



Page

138

Sc.

88

Pnl.

B

Bg.

day night

Sc.

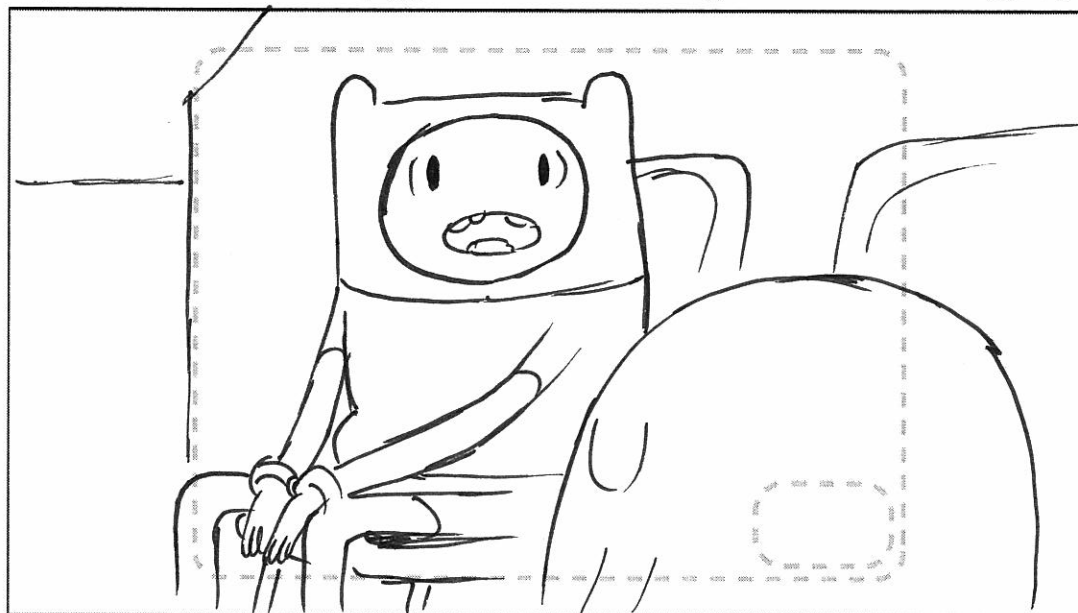
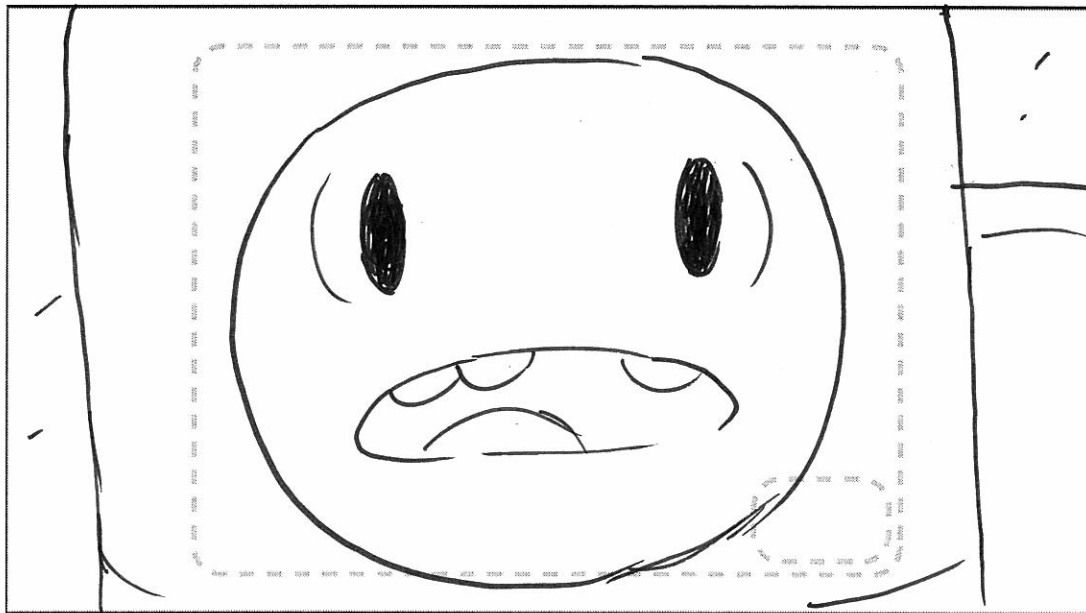
89

Pnl.

A

Bg.

day night



Dialog:

(F) → and Marceline gave it to
US and WE live there!!?

(F) And now we're arrested?!

Action:

Timing:

EPISODE #

1025-173

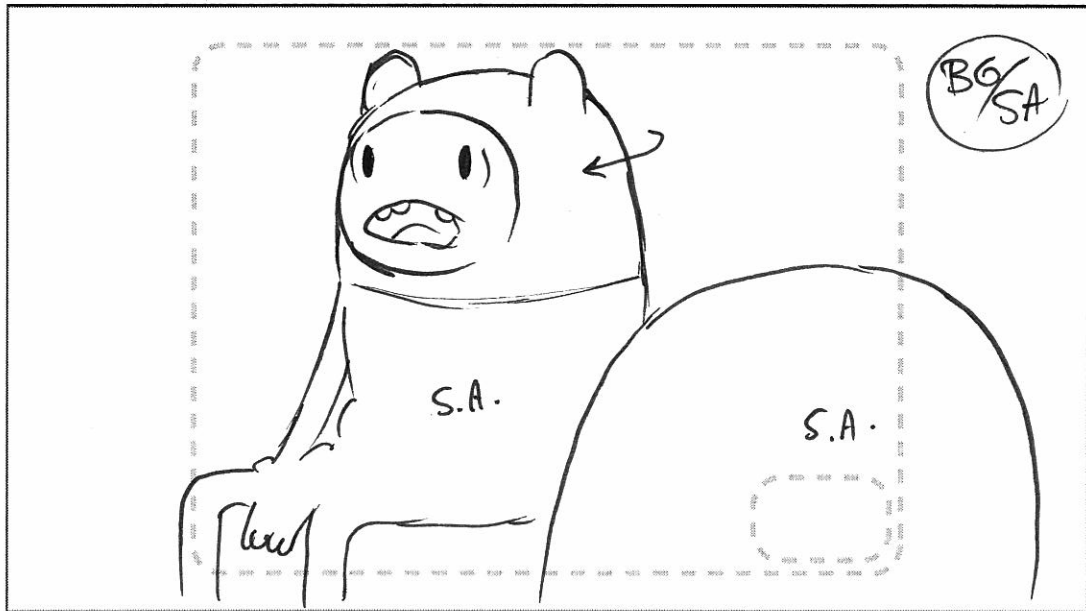
Production :

ADVENTURE TIME

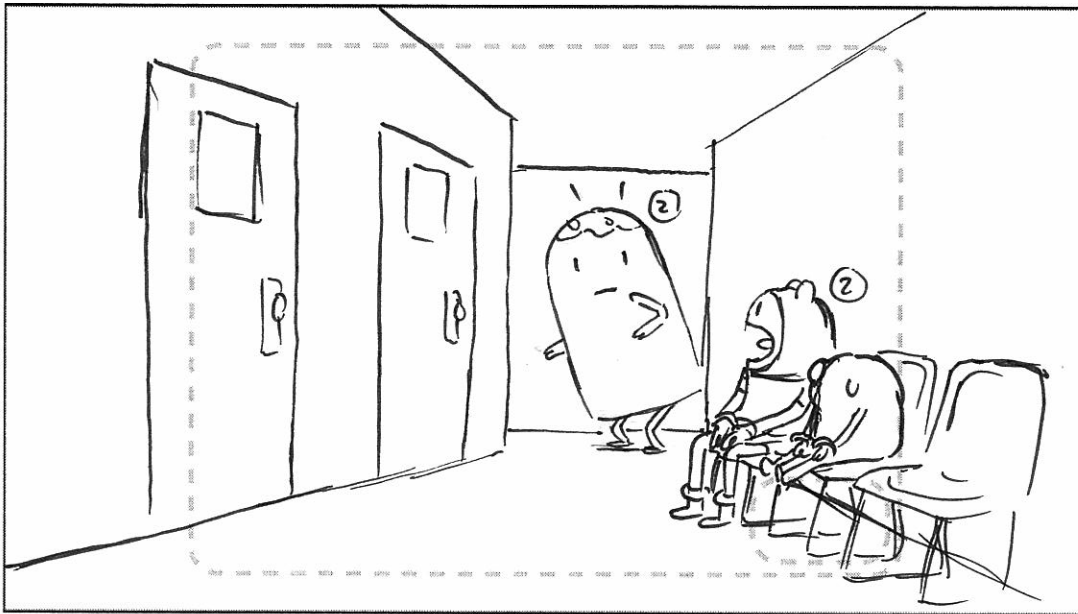


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Sc. 89 Pnl. B Bg. day night



Sc. 90 Pnl. A Bg. day night



Dialog:

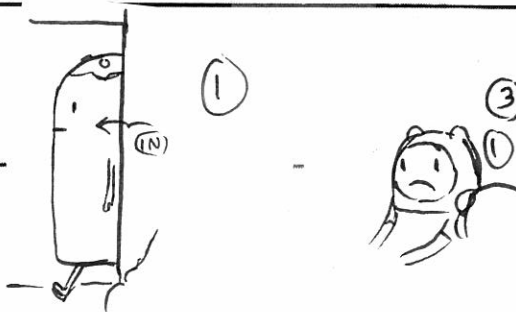
(F) → This is crazy!

(F:) IT'S CRAZEE!!!

Action:

-Finn startles
Banana Guard

Timing:



EPISODE #

1025-173

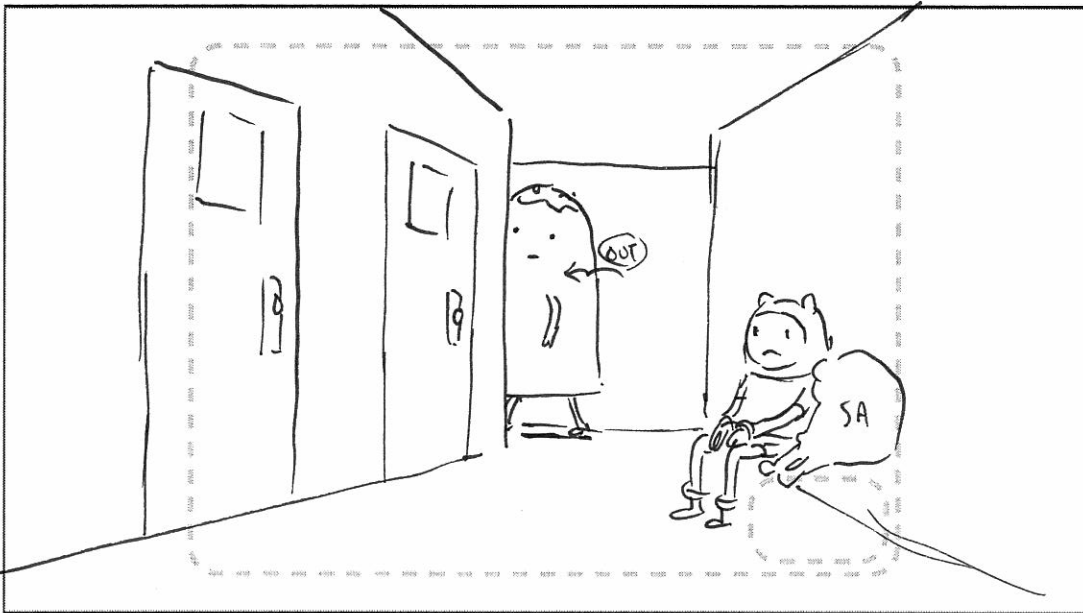
Production :

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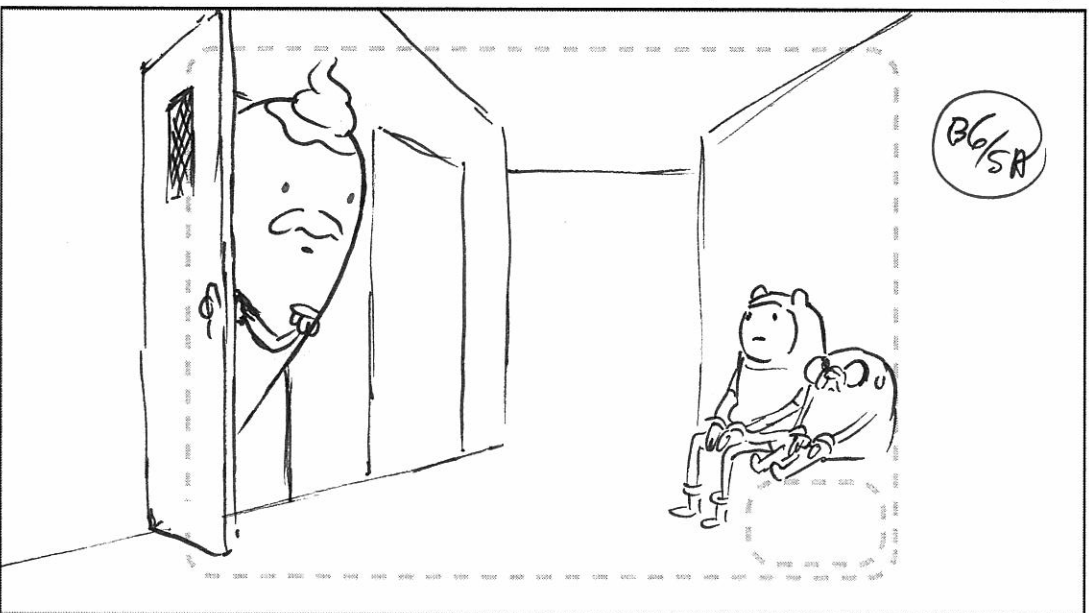
ADVENTURE TIME



Sc. 90 Pnl. B Bg. day night



Sc. 90 Pnl. C Bg. day night



Dialog:	B.G. Captain: Hey good news fellas -
Action:	
Timing:	

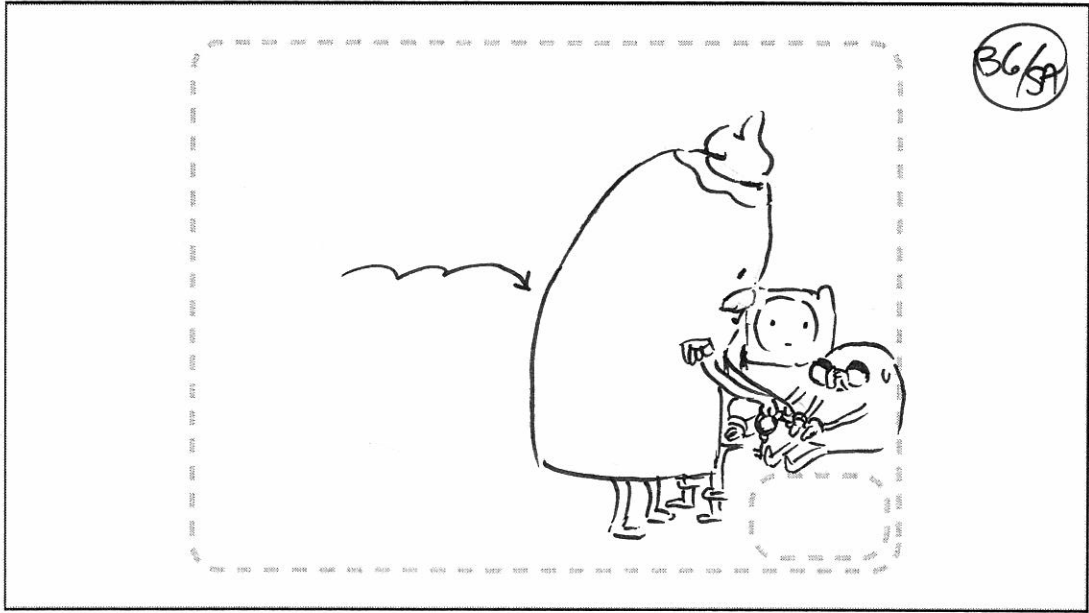
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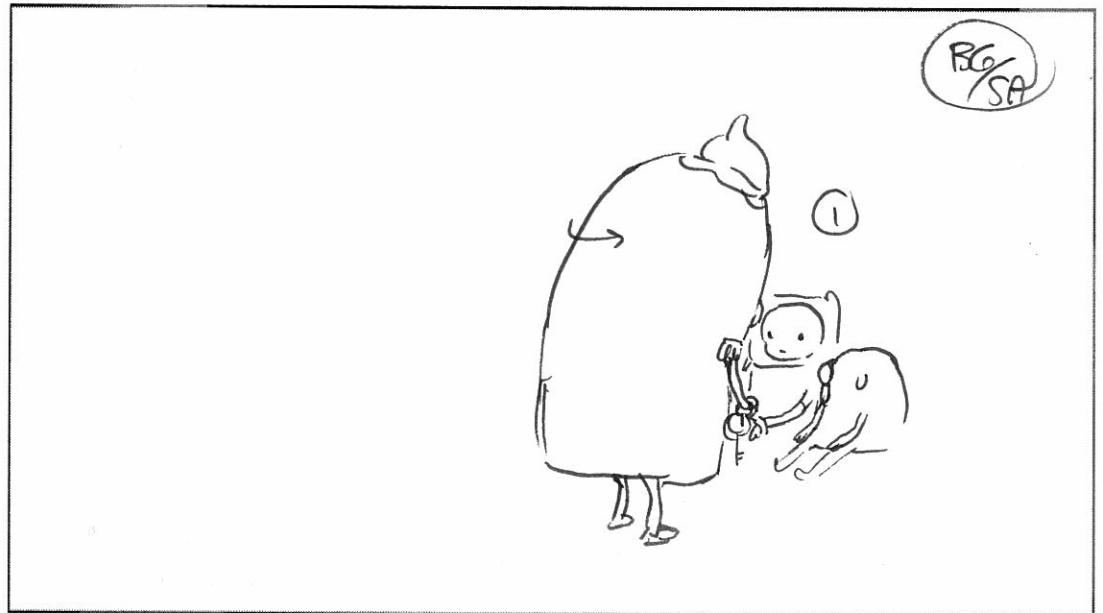
ADVENTURE TIME



Sc. 90 Pnl. D Bg. day night



Sc. 90 Pnl. E Bg. day night



Dialog: (B.G.C:) Your bail's been paid, you're free to go.

Action: - Banana Guard captain ~~is~~ unlocks and removes Jake and Finn's handcuffs

Timing:

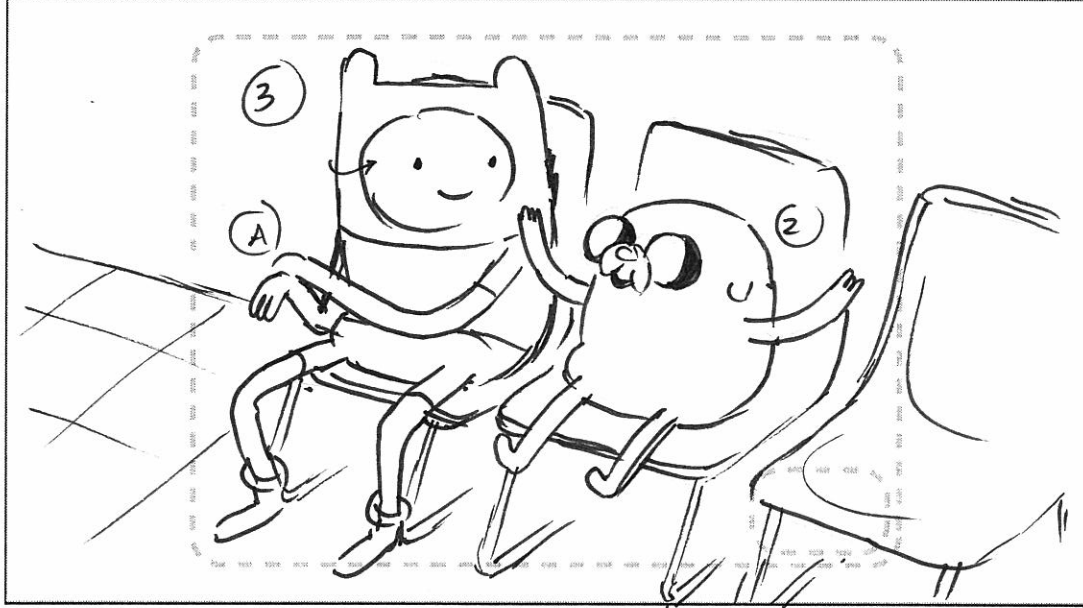
EPISODE # 1025-173
Production :

ADVENTURE TIME

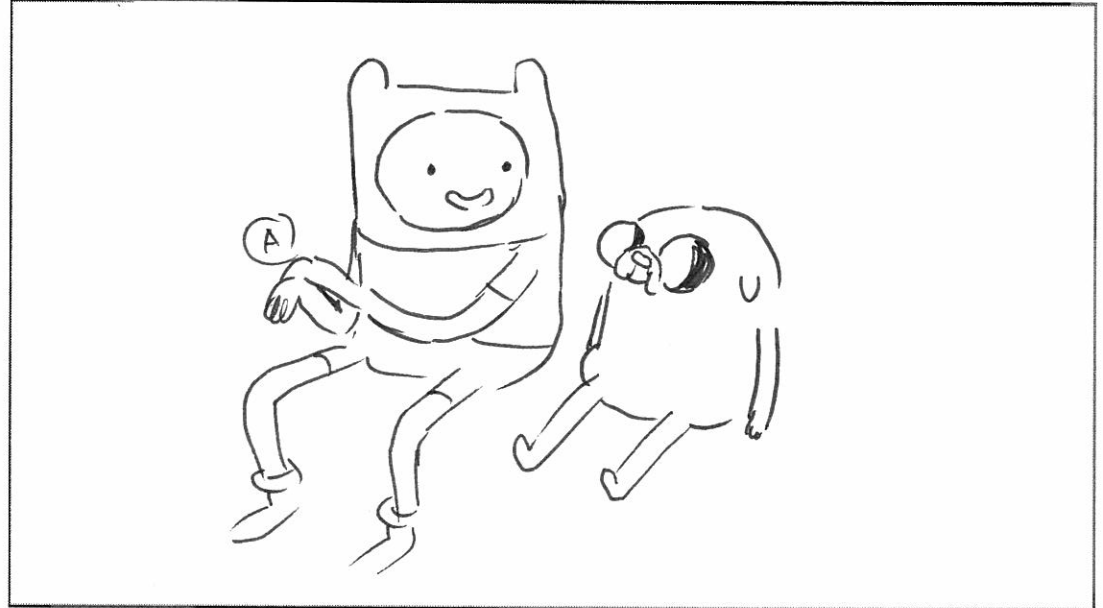


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Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night

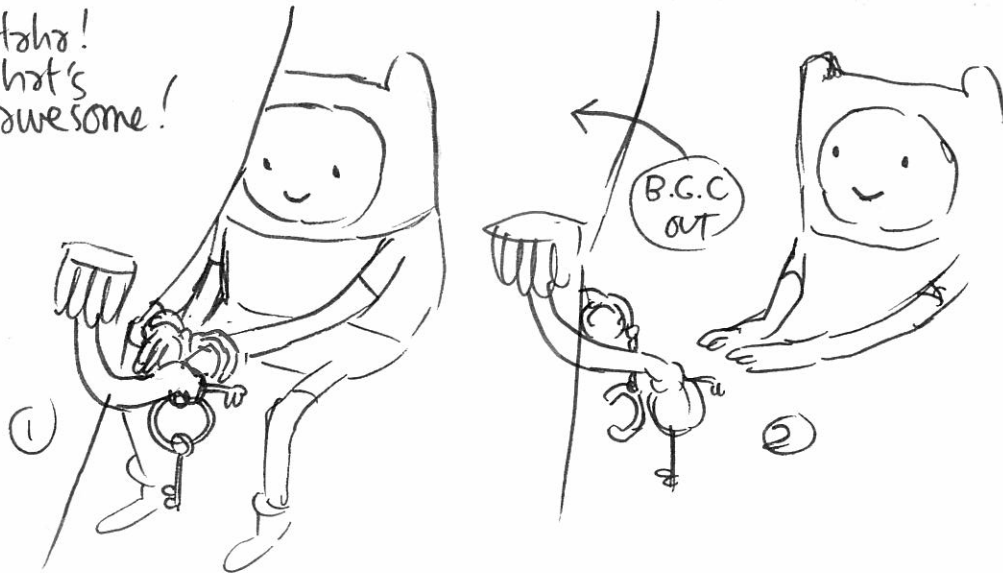


Dialog:

(J:) Haha!
That's
awesome!

A

T



(F:) Haha yeah! Awesome!

- Finn rubs sore wrist



EPISODE # 1025-173

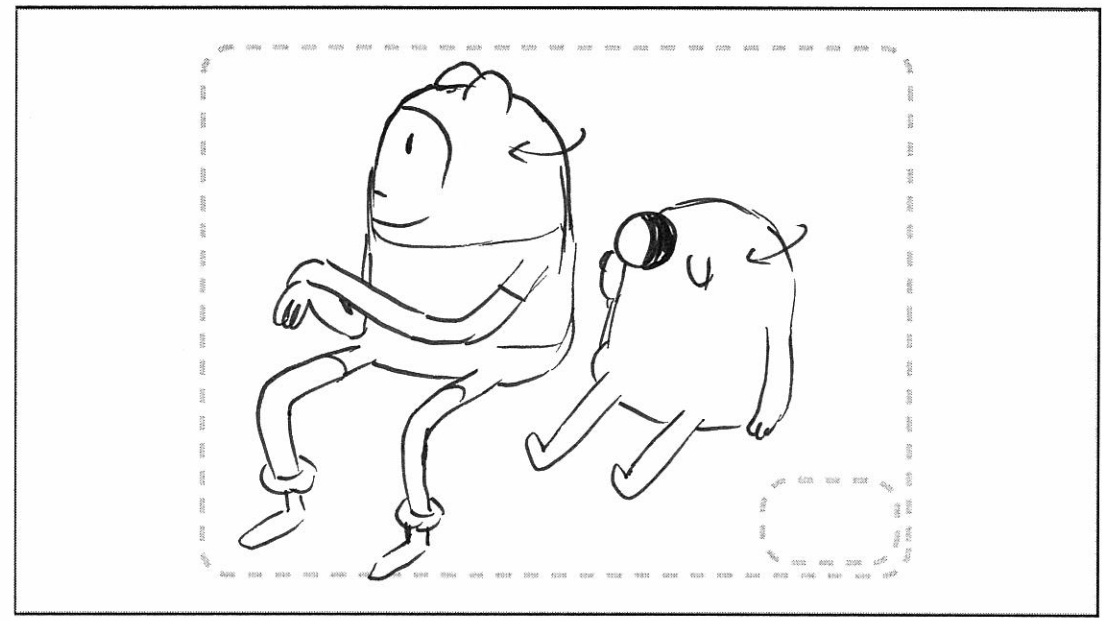
Production :

ADVENTURE TIME

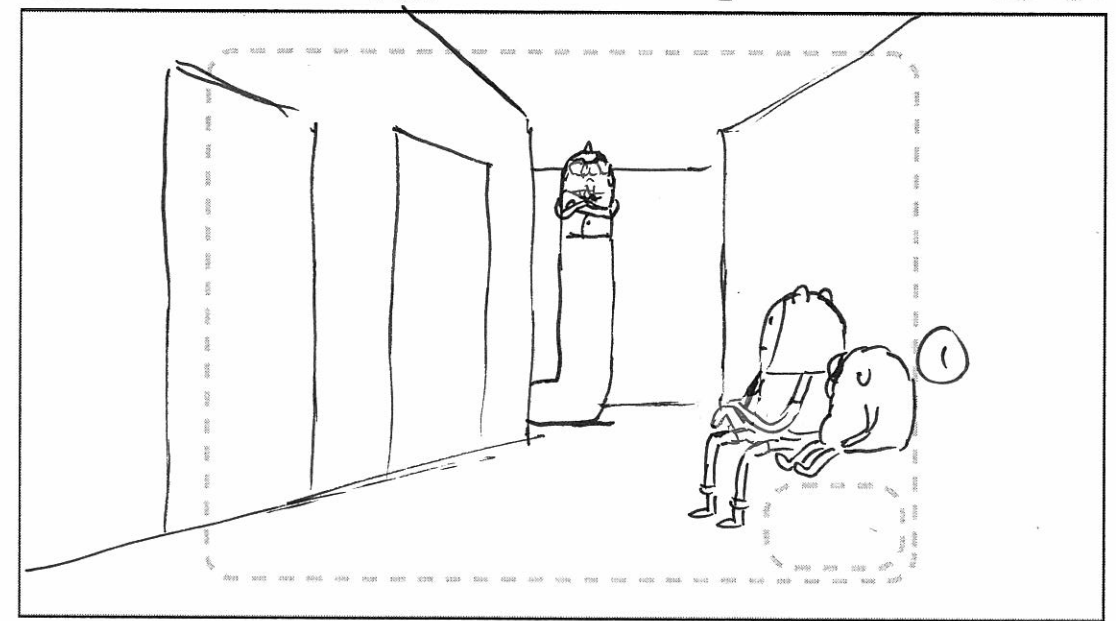


Page 143

Sc. 91 Pnl. C Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog:	(kil wan) (OS) (sarcastic) yeah, real "awesome".	(J:) (happy, excited) ② Hey! Kim kil Wan!
Action:		
Timing:		



EPISODE #

Production :

1025-173

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ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night

Floor out of shot

Sc. 94 Pnl. A Bg. day night

Dialog: (J) Aw buddy, I knew you'd come around, haha!

Action:

Timing:

(J) (1) Fathers & sons man - (2)

EPISODE #

Production :

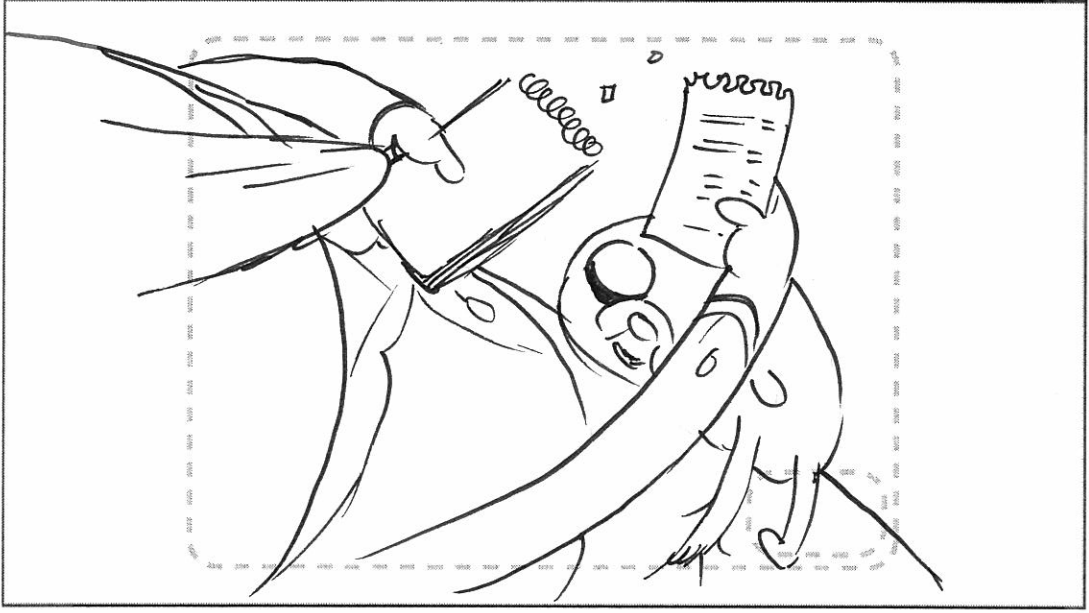
1025-173

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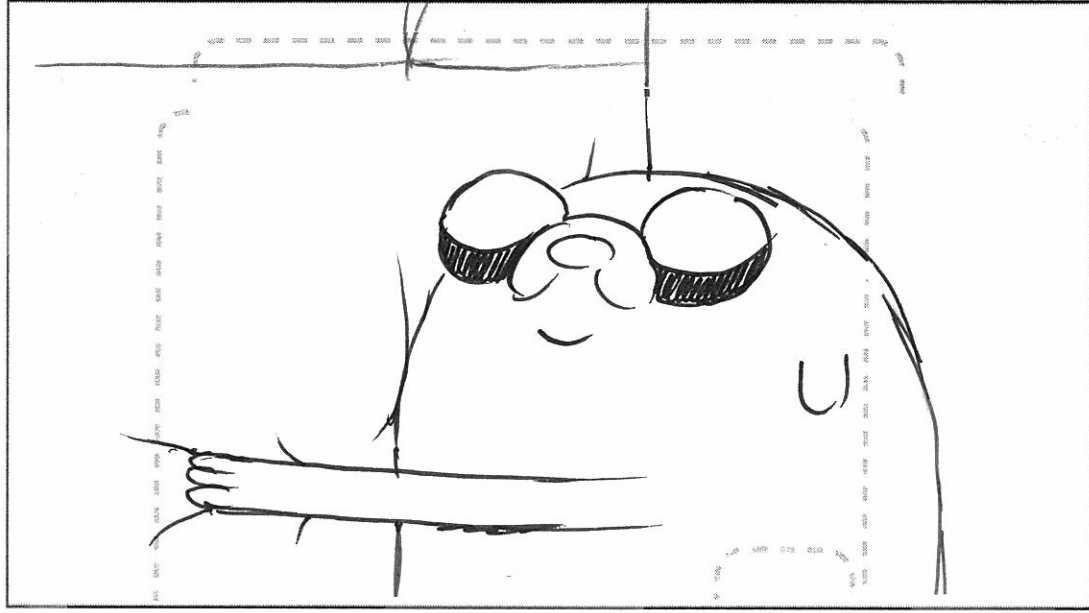
ADVENTURE TIME



Sc. 94 Pnl. B Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:
① (J) → that's that <u>REAL</u> thick chowder! (ALT:) gravy!
② (SFX:) * RRIP! *
Action:
- Kid wan tears off notebook prge
Timing:

EPISODE #

Production :

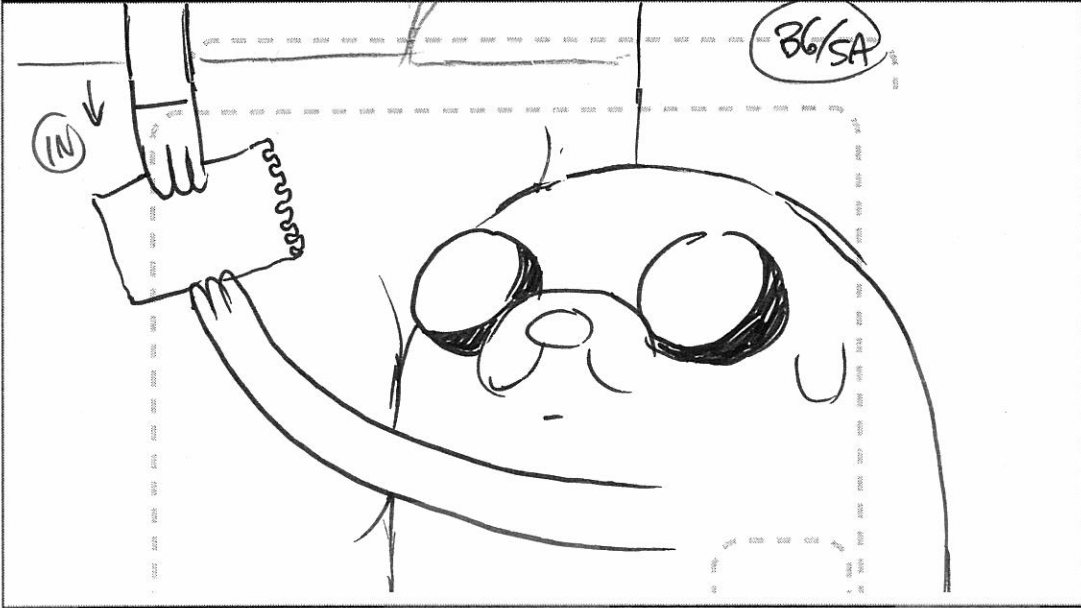
1025-173

ADVENTURE TIME

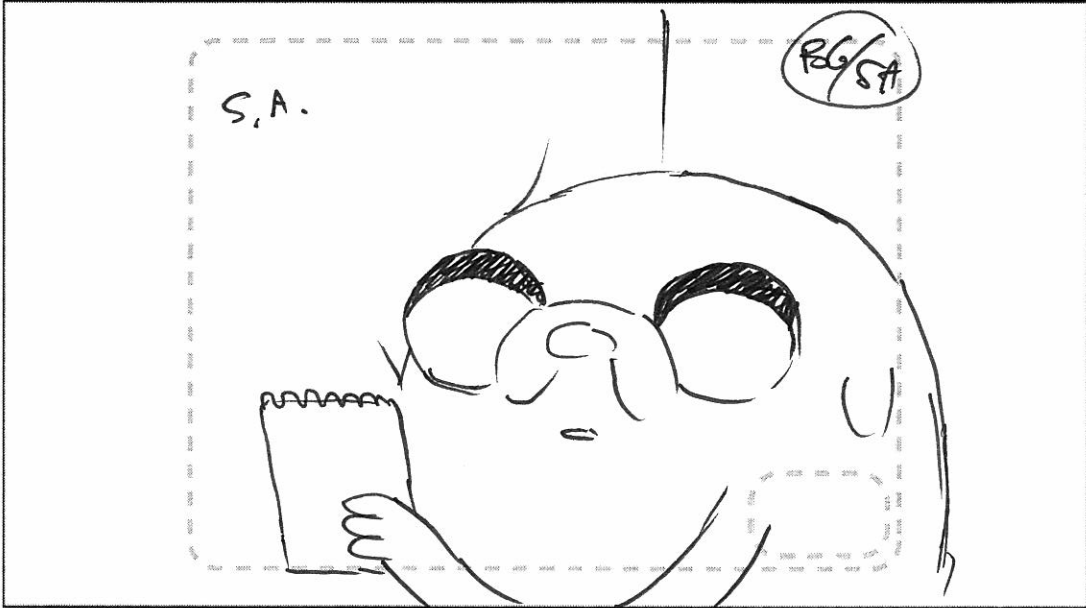


Page 146

Sc. 95 Pnl. B Bg. day night



Sc. 95 Pnl. C Bg. day night



Dialog:	(J:) What's this?
Action:	
Timing:	

EPISODE #

Production :

1025-173

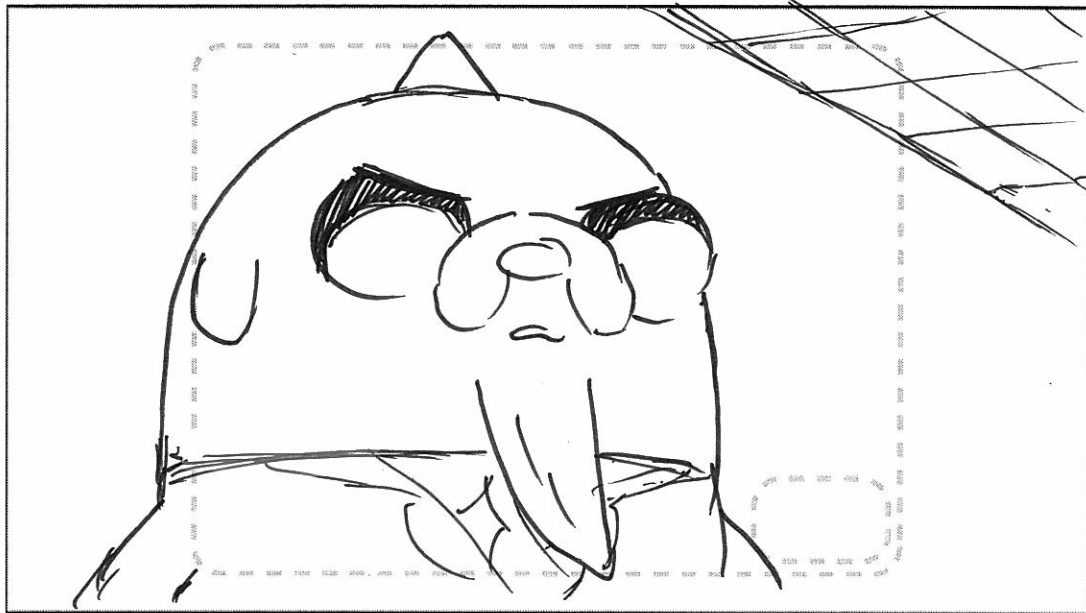
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ADVENTURE TIME



Page 147

Sc. 96 Pnl. A Bg. day night



Sc. 97 Pnl. A Bg. day night



Dialog:	(KW) <u>This</u> is a bill for the bail I just paid.	(J) Oeeewww...
Action:		
Timing:		

EPISODE # 1025-173

Production :

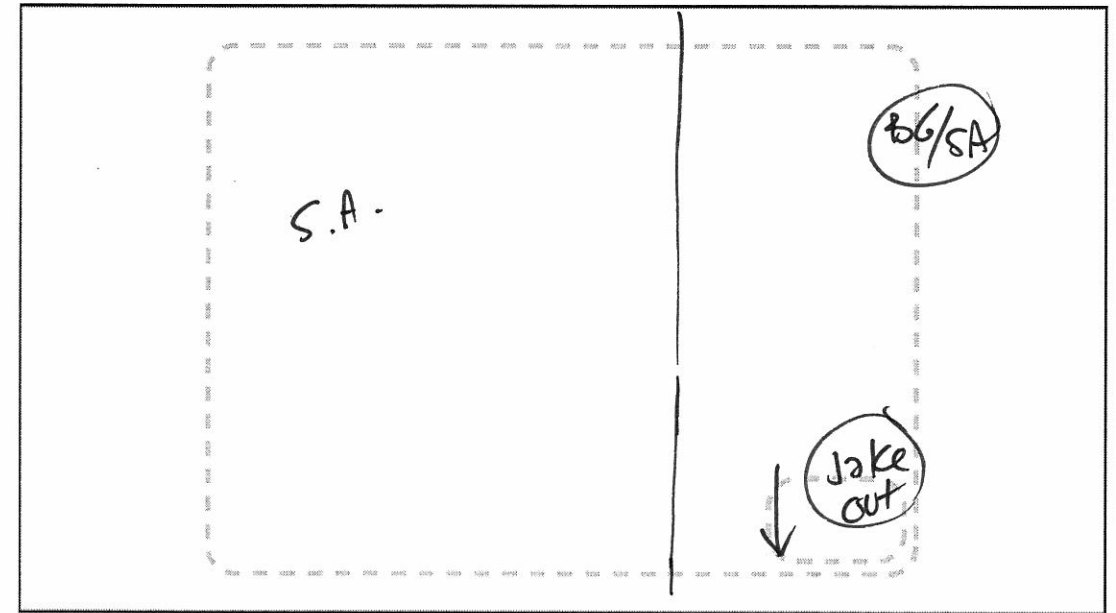
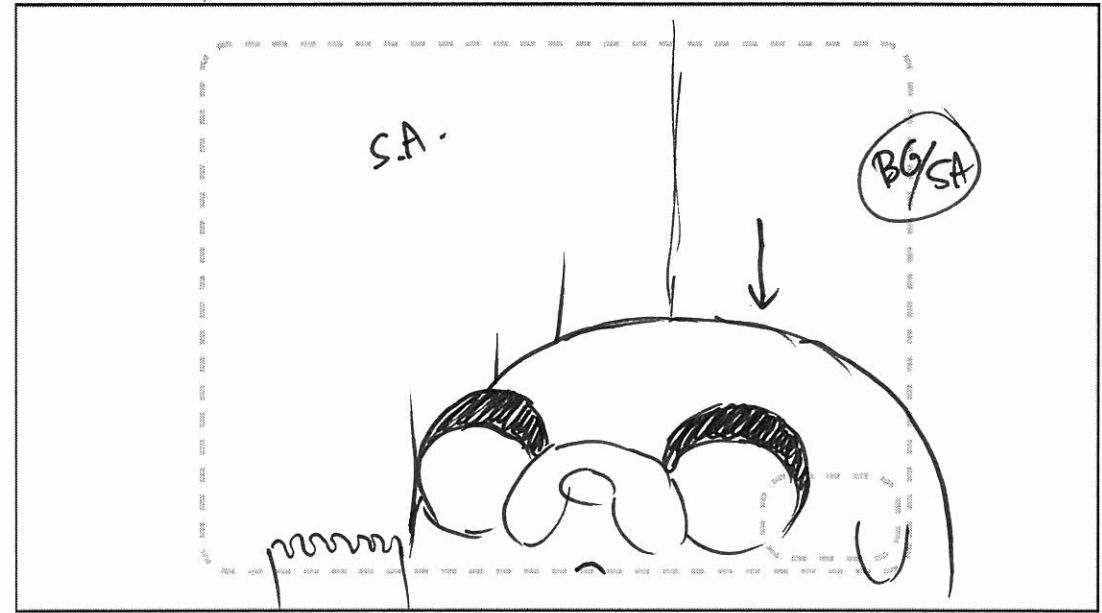
ADVENTURE TIME



Page 148

Sc. 97 Pnl. B Bg. day night

Sc. 97 Pnl. C Bg. day night



Dialog:
Action: - Jake slides down Kil Wán's body offscreen.
Timing:

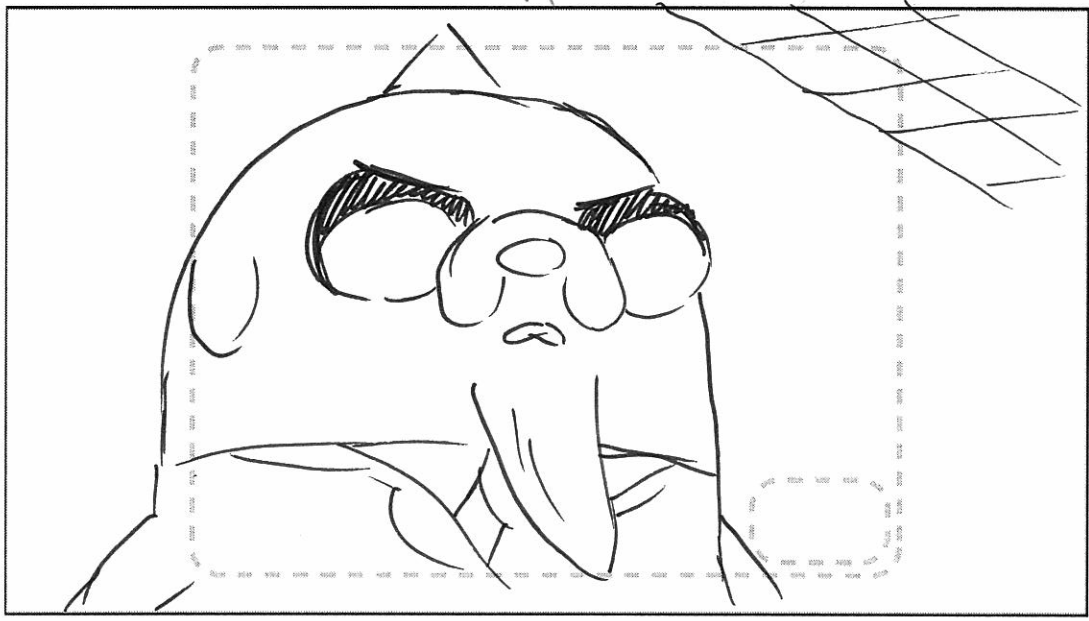
EPISODE # 1025-173
Production :

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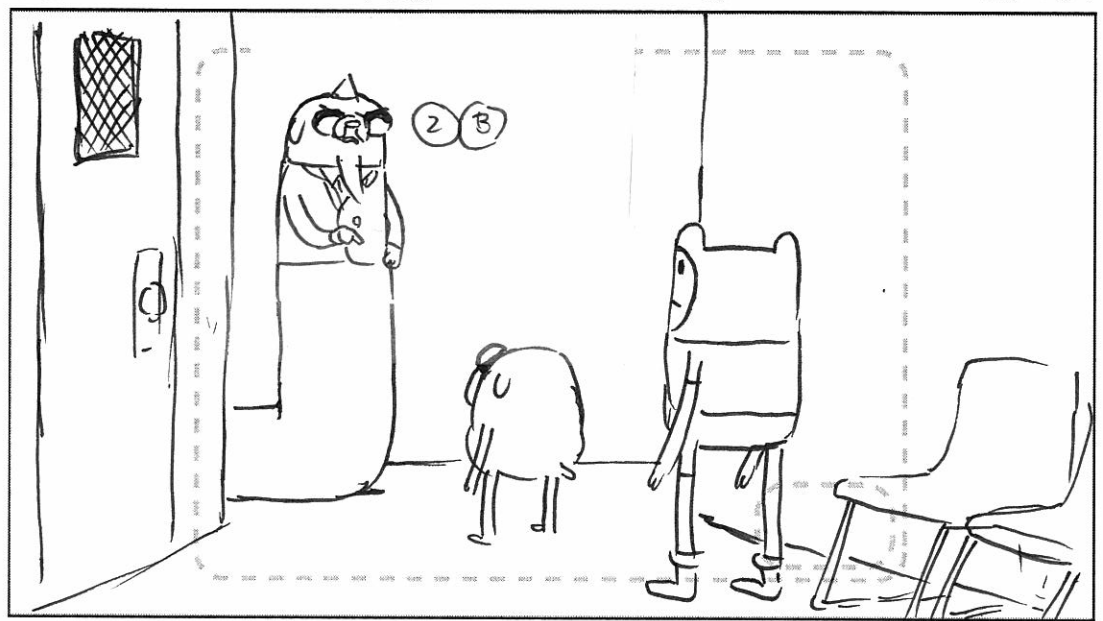
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 99 Pnl. A Bg. day night



Dialog:	(KW): You're really in it deep here dad.	(KW) It's time for you to get real - get a job - no more games.
Action:		
Timing:	(KW) 1 2A 2B 2A 2B 1	



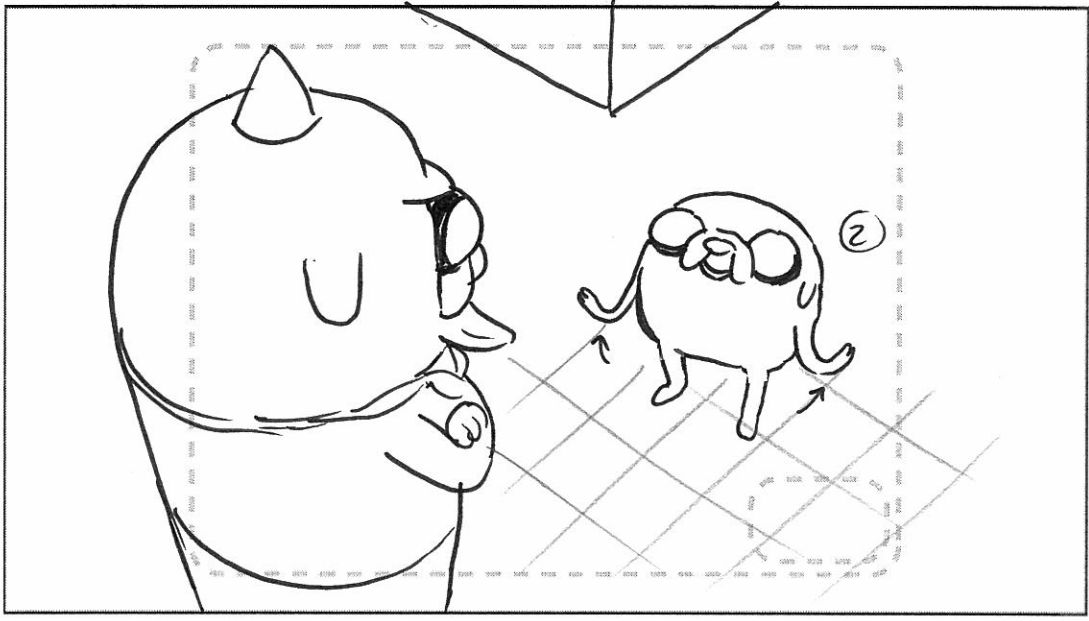
EPISODE # 1025-173
Production :

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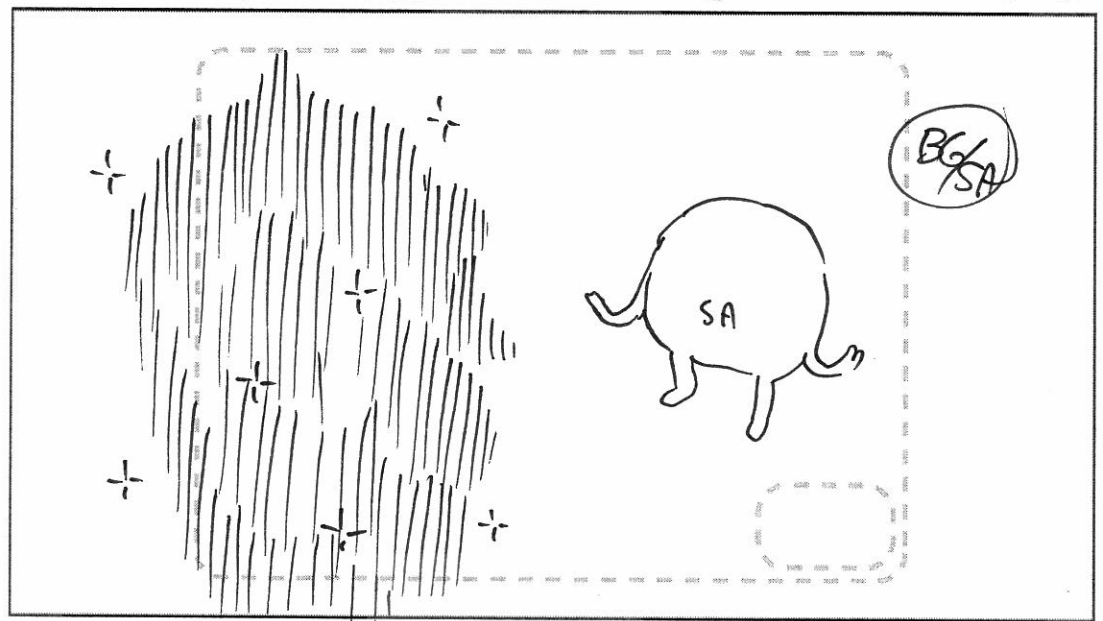
ADVENTURE TIME




Sc. 100 Pnl. A Bg. day night



Sc. 100 Pnl. B Bg. day night



Dialog:	(J:) c'mon son, just let me →	(J) → do the lah blah (Take trails off into deflated gibberish)
Action:		- Kil won teleports
Timing:		

EPISODE # 1025-173

Production :

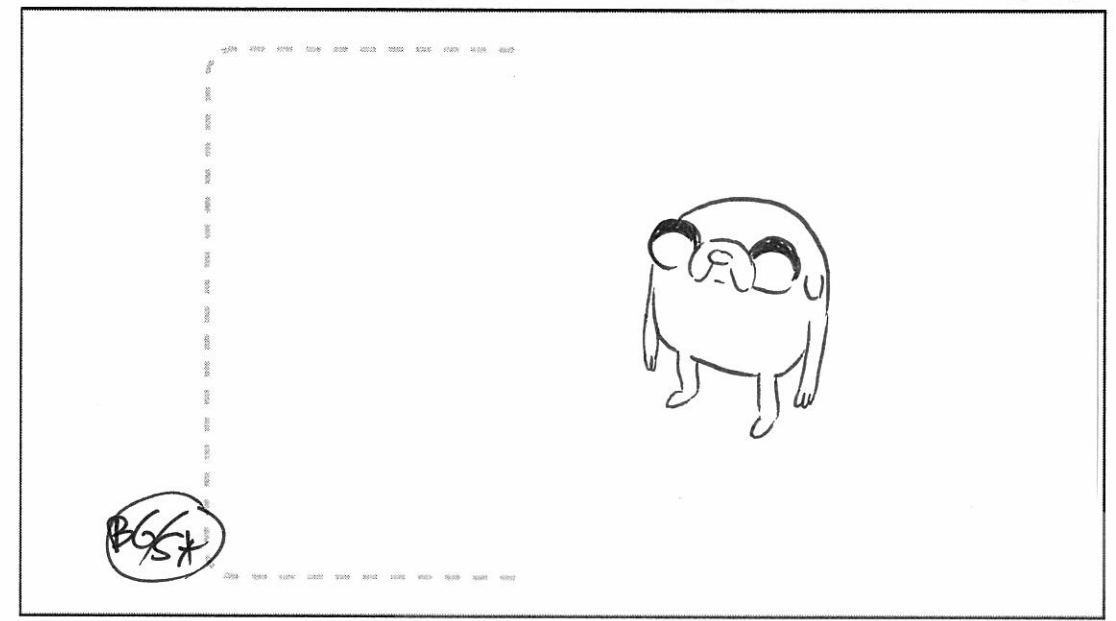
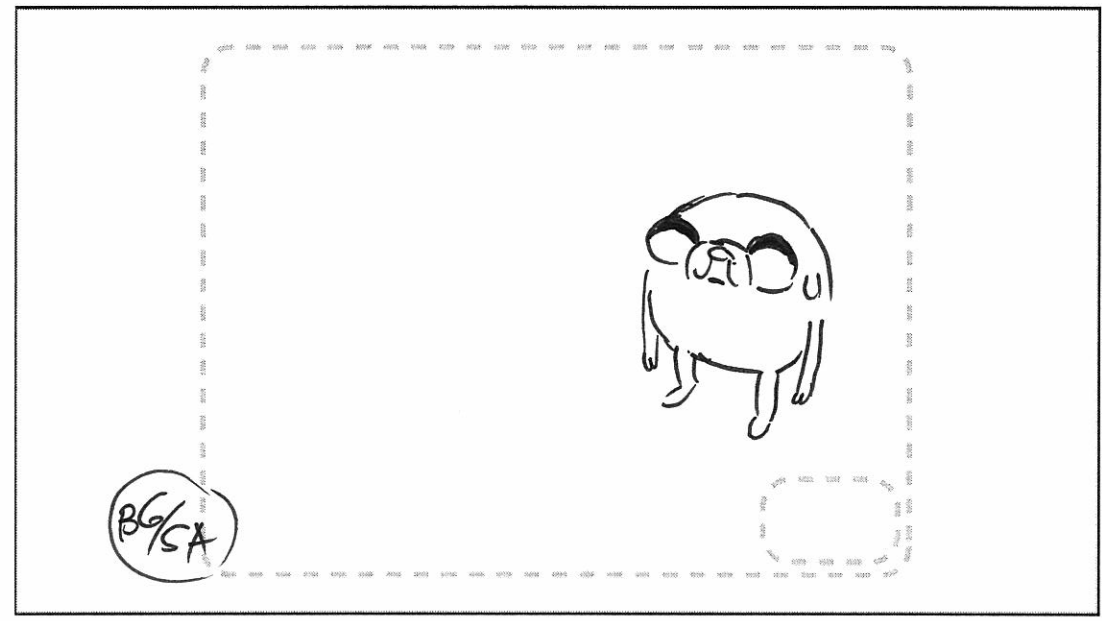
ADVENTURE TIME



Page 151

Sc. 100 Pnl. C Bg. day night

Sc. 100 Pnl. D Bg. day night



Dialog:	→ b/ah 12 12... - BEAT -
Action:	
Timing:	

EPISODE #
1025-173

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

Production :
EPISODE #
1025-173

Sc. 101 Pnl. A Bg. day night



DIALOG: (JAKE) * SIGH * →



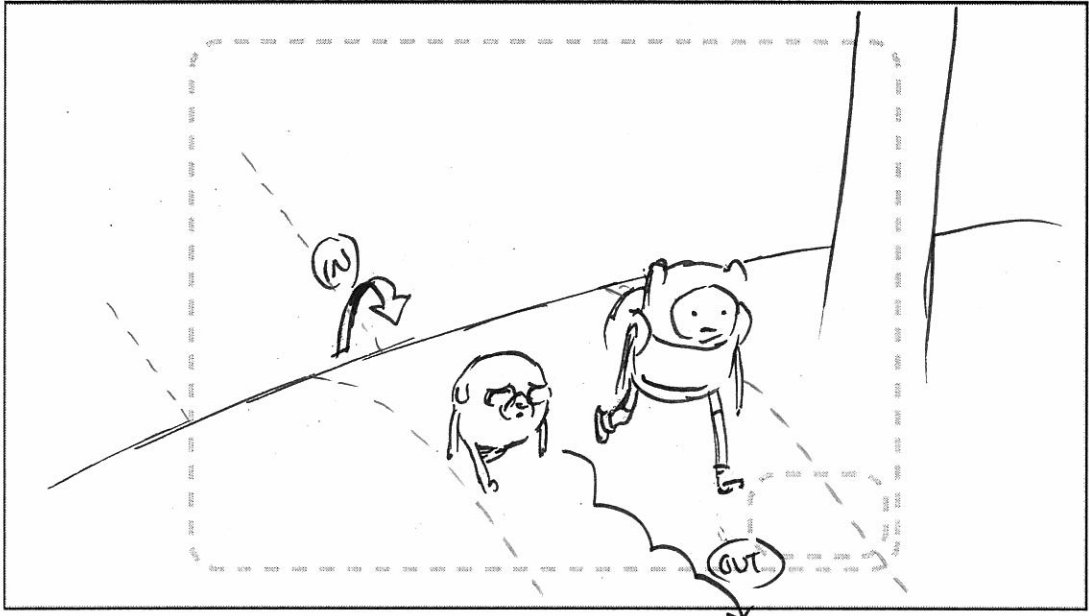
1025-173

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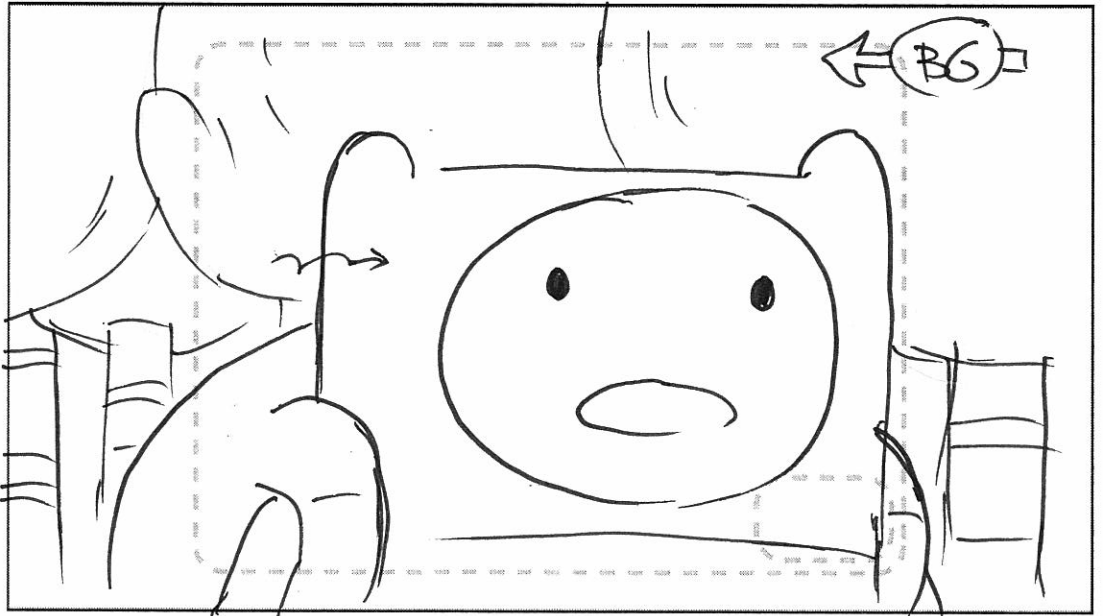
ADVENTURE TIME



Sc. 101 Pnl. B Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog:	(J) → mm, where did I go wrong?	(F) I don't know,
Action:		
Timing:		

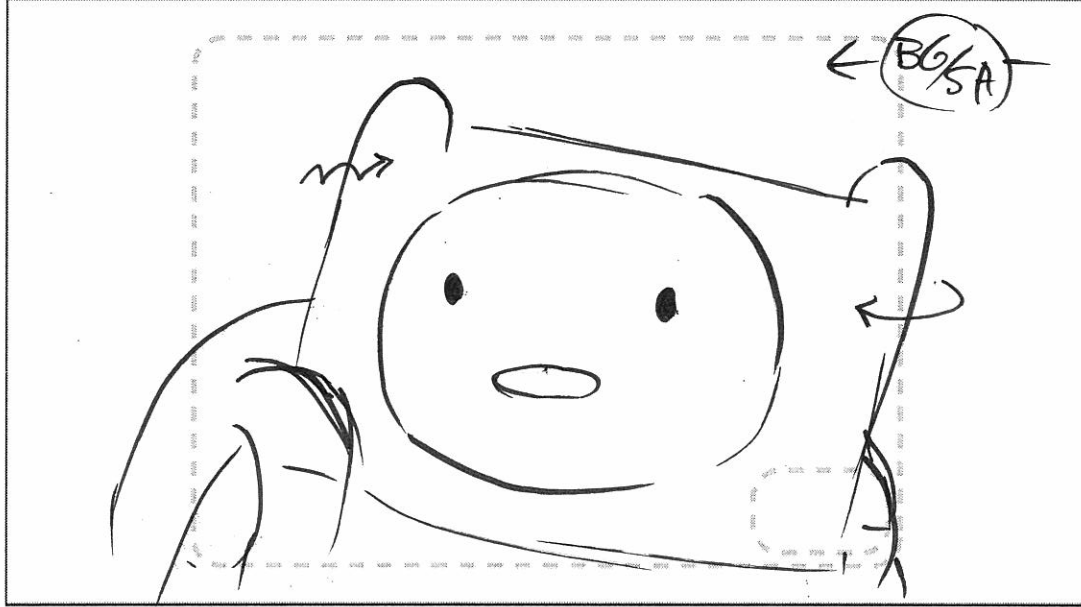
1025-173
EPISODE #
Production :

ADVENTURE TIME

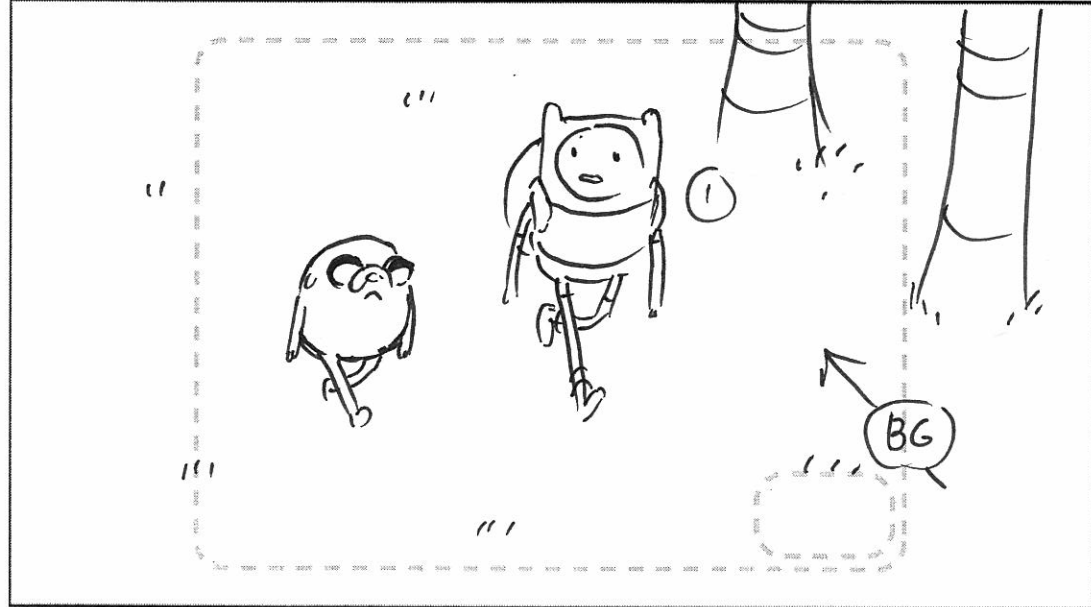


Page 155

Sc. 102 Pnl. B Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog: (F) → but I'm not tryin' to be sleepin' on a ladder anymore, →

① so let's just get a bunch of scroot together

② and BUY our house back.

Action:

Timing:



EPISODE #

Production :

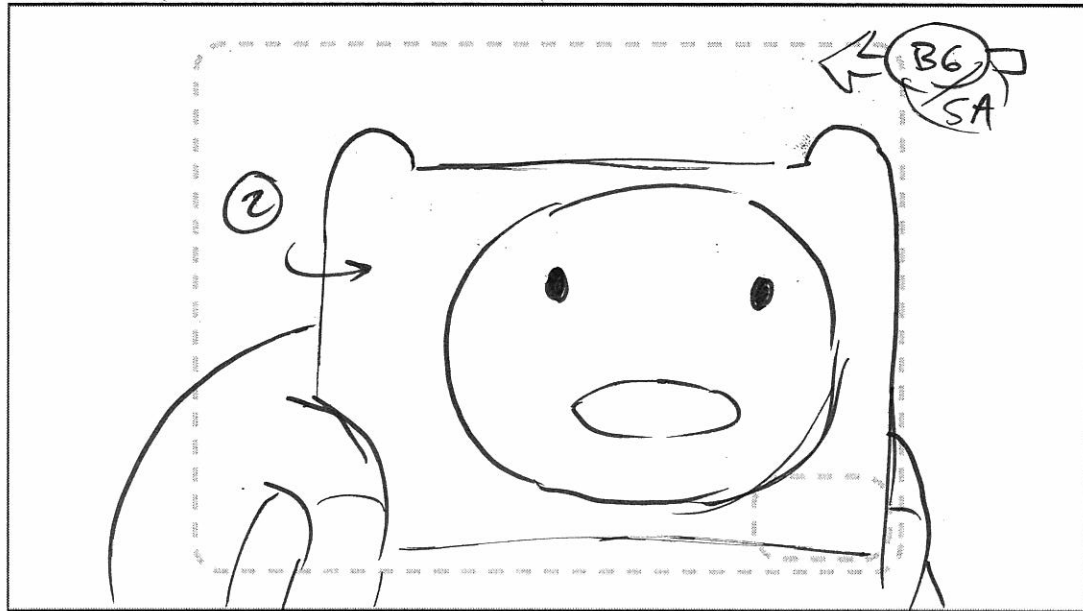
1025-173

ADVENTURE TIME

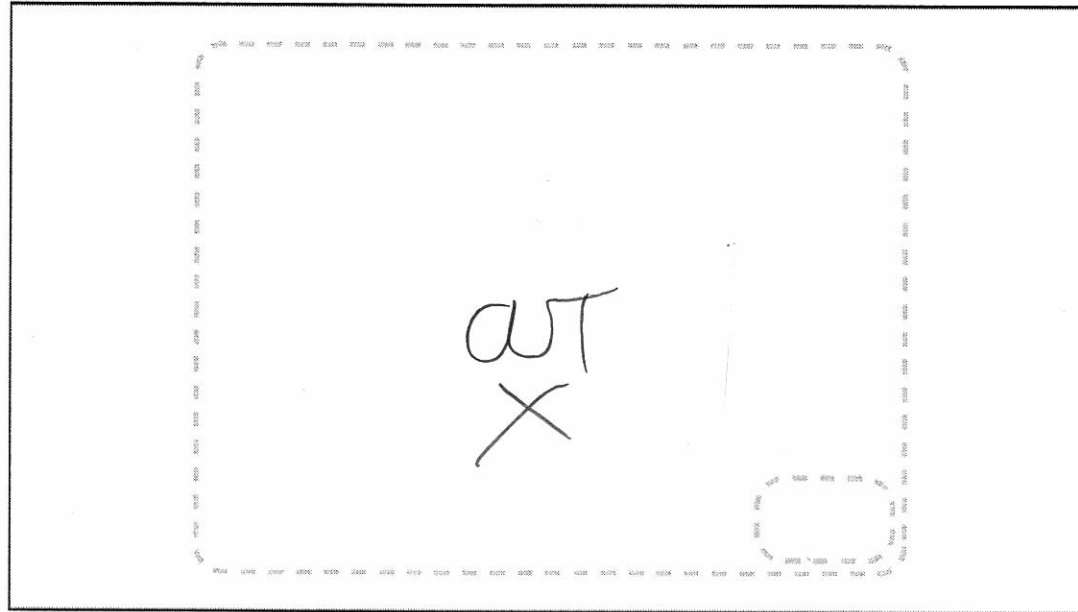


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Sc. 104 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) → then you two can hash
it out later.

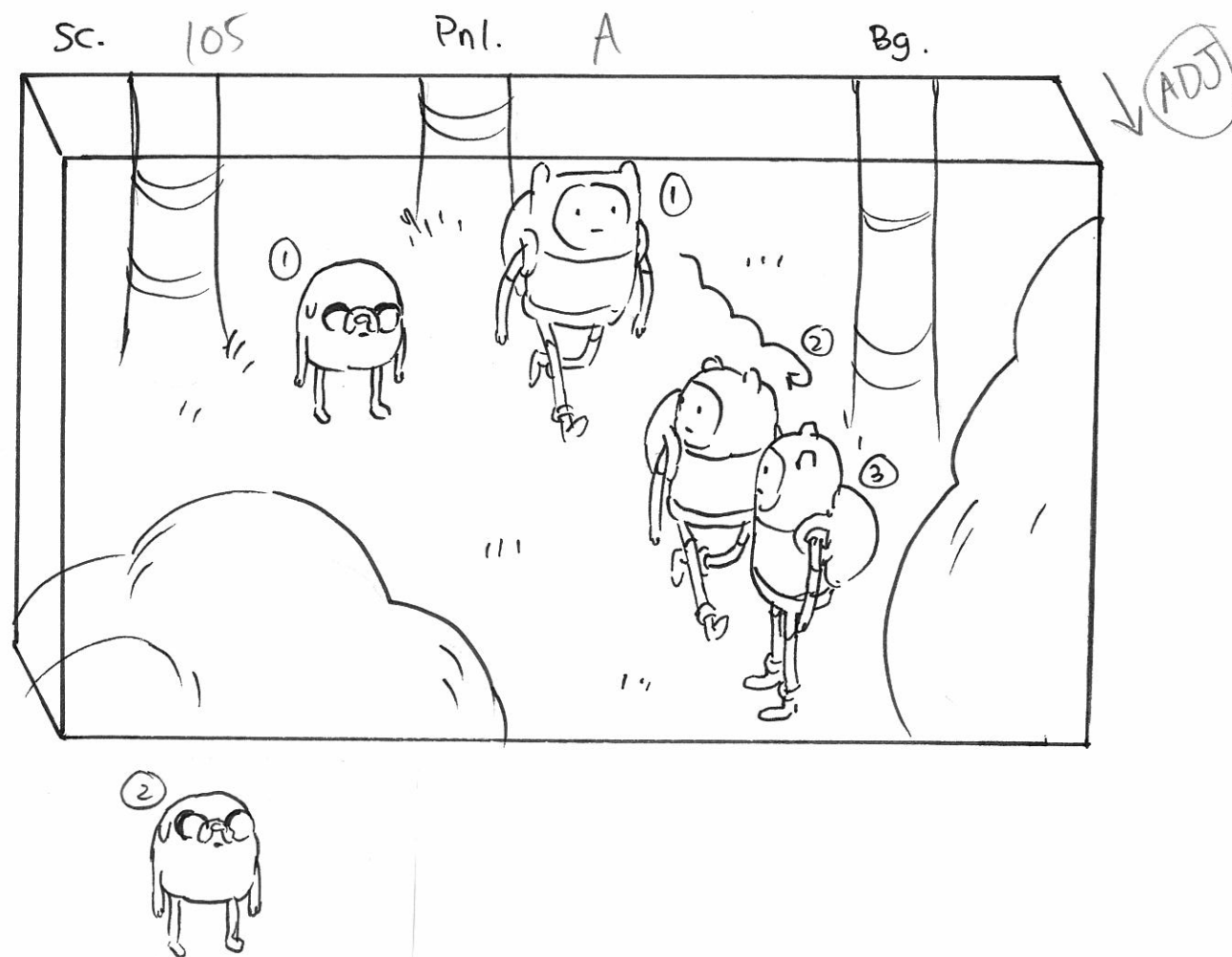
Action:

Timing:



EPISODE # 1025-173

Production :



1025-173

DIALOG: (J:) ¹ *sighingly* yesh... you're right.
² so... you wanna rob a bank
 or somethin'?

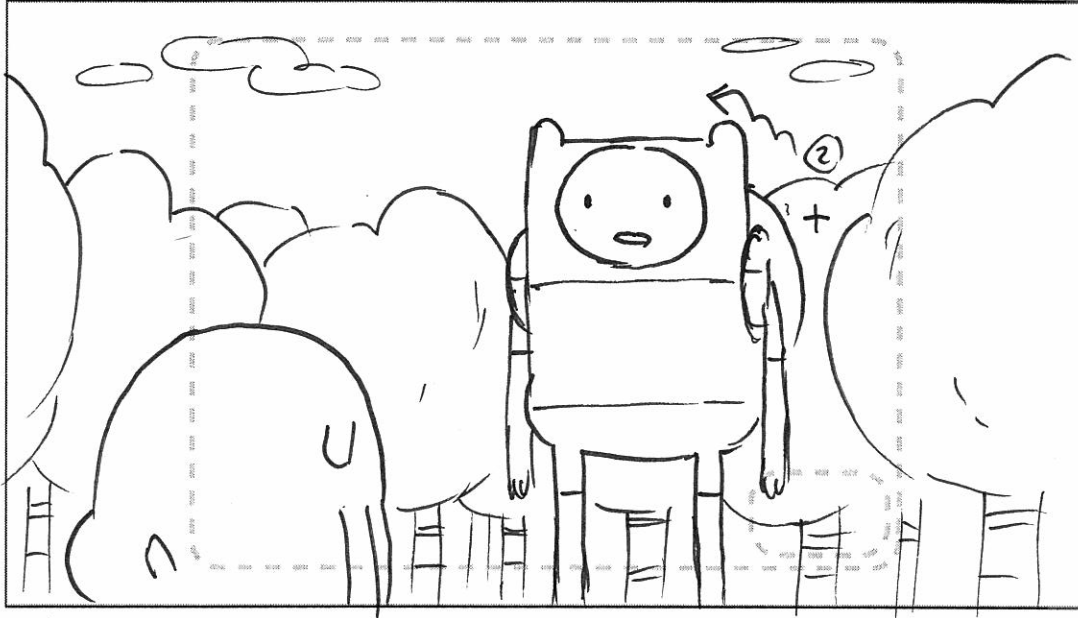
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ADVENTURE TIME

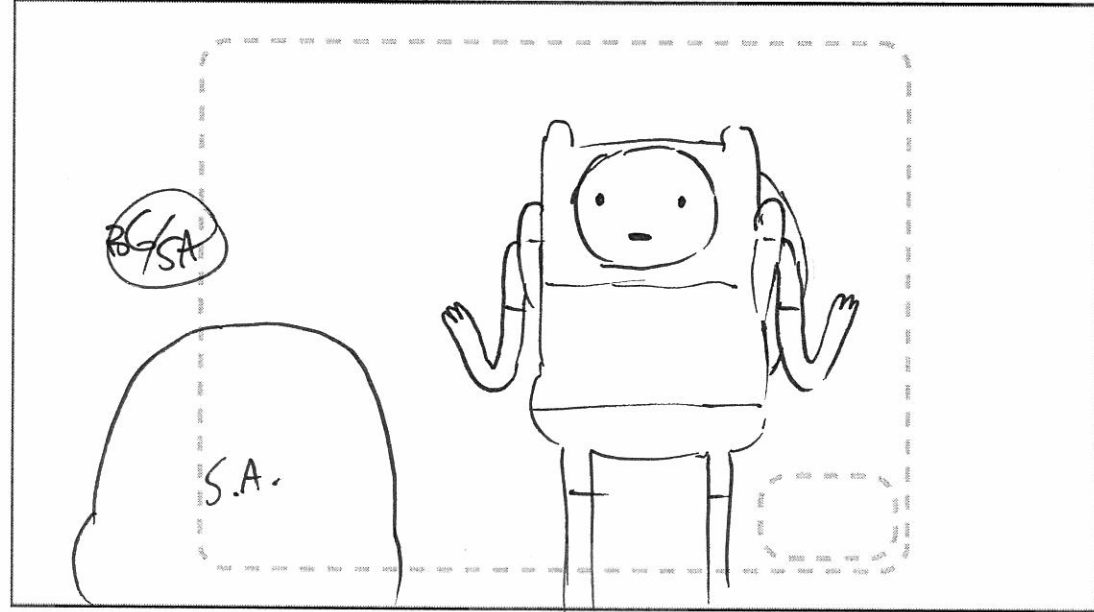


Page 158

Sc. 106 Pnl. A Bg. day night



Sc. 106 Pnl. B Bg. day night



Dialog: (F) well, actually I was thinking, maybe Kim Kil Won was right' → maybe we should get jobs or somethin'!

Action:

Timing:



EPISODE #

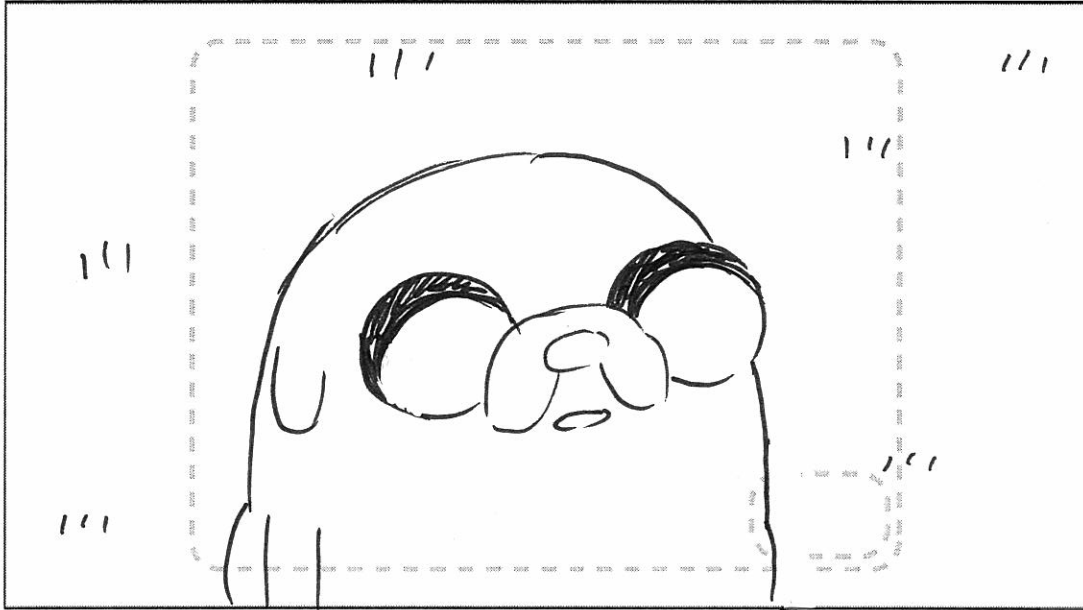
1025-173

Production :

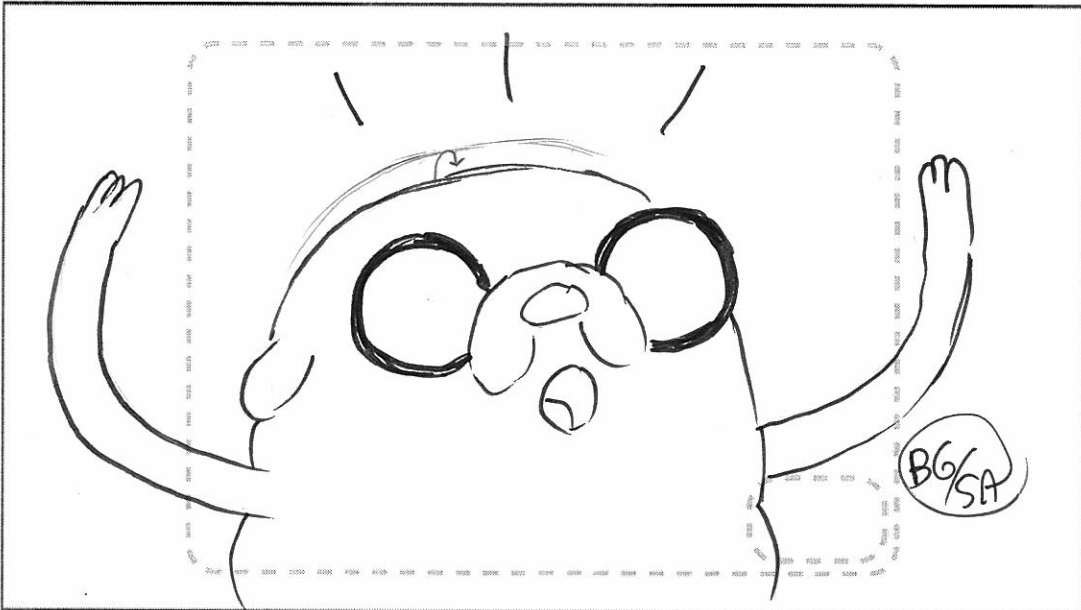
ADVENTURE TIME



Sc. 107 Pnl. A Bg. day night



Sc. 107 Pnl. B Bg. day night



Dialog:	(J) Oh, yeah ... yeah.	(J) Oh no wait!!
Action:		
Timing:		

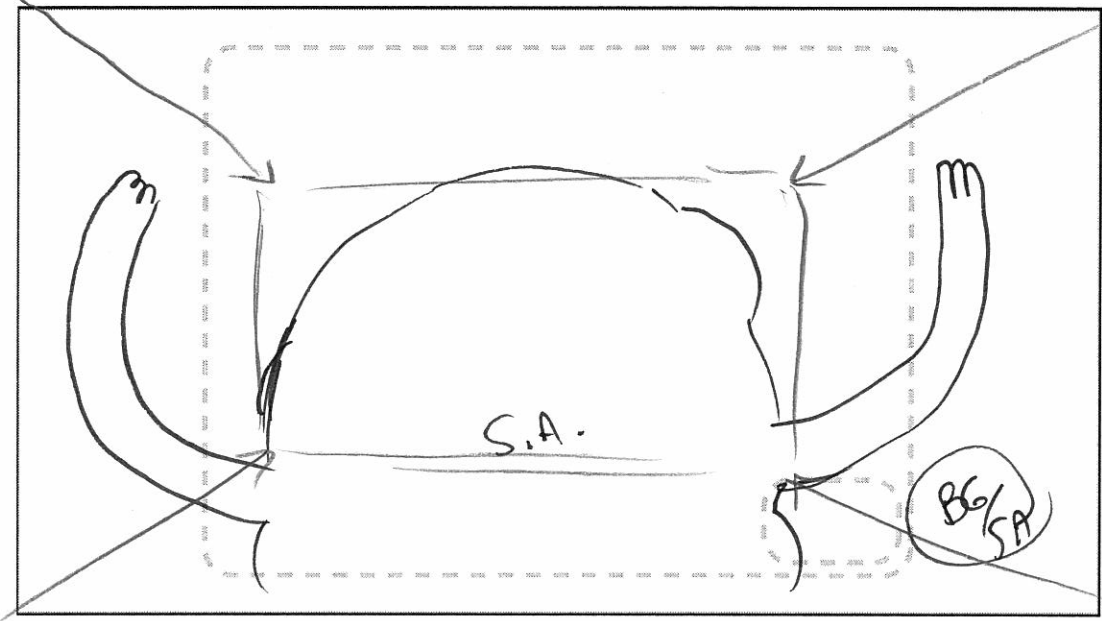
EPISODE # 1025-173
Production :

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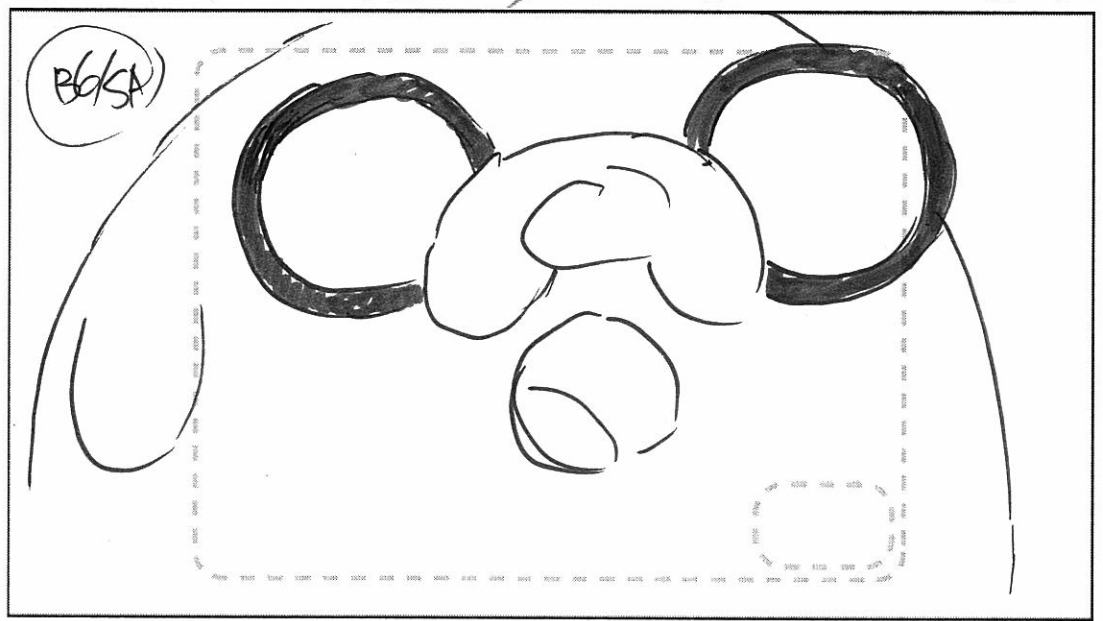
ADVENTURE TIME



Sc. 107 Pnl. C Bg. day night



Sc. 107 Pnl. D Bg. day night



Dialog:	(J:) I just remembered a buried a ton of gold in the front yard !!
Action:	
Timing:	

EPISODE # **1025-173**

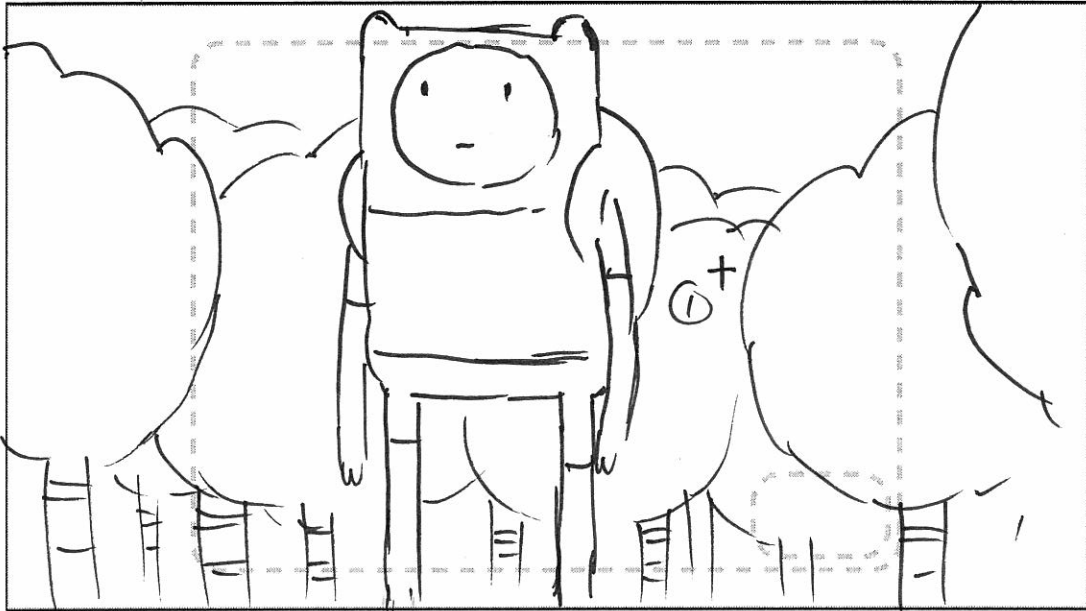
Production :

ADVENTURE TIME

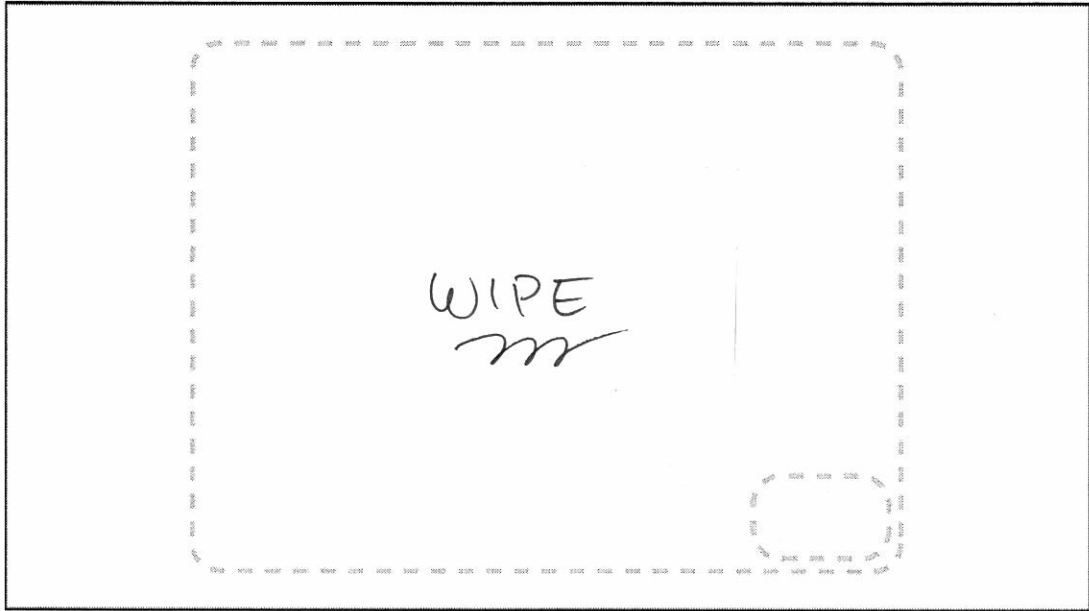


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Sc. 108 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (F:) (tough clenched teeth) YUSS!

Ac		
Tir		

EPISODE # **1025-173**

Production :

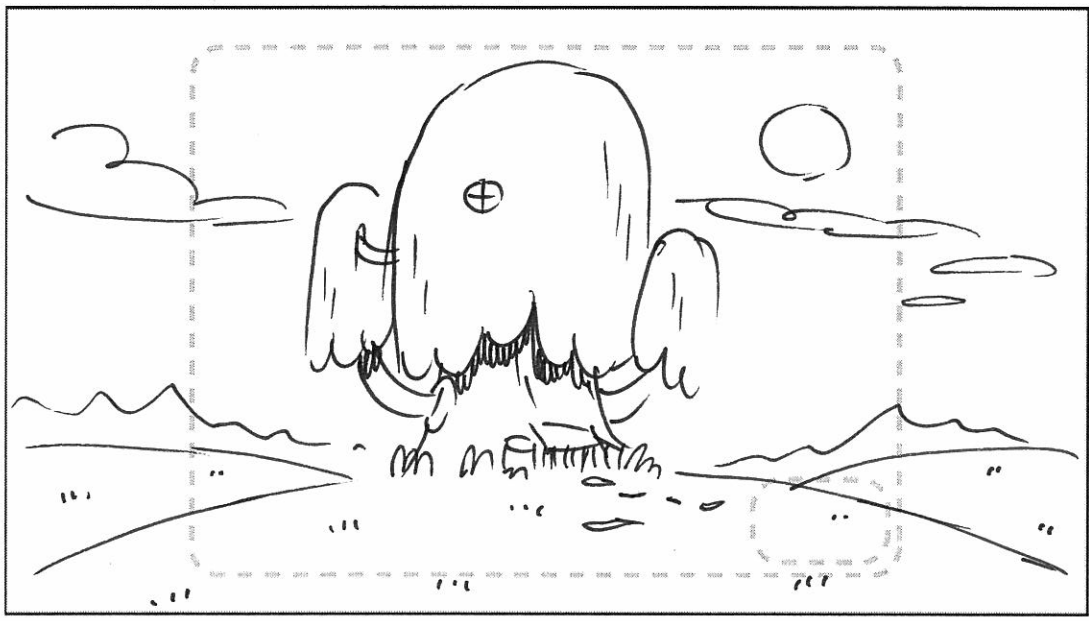
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ADVENTURE TIME



Sc. 109 Pnl. A Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog: k.w. OS: oh yes, yes, absolutely; →

Action:

Timing:

→ small pets ② are ③ allowed with an additional deposit.

②

③

EPISODE # 1025-173

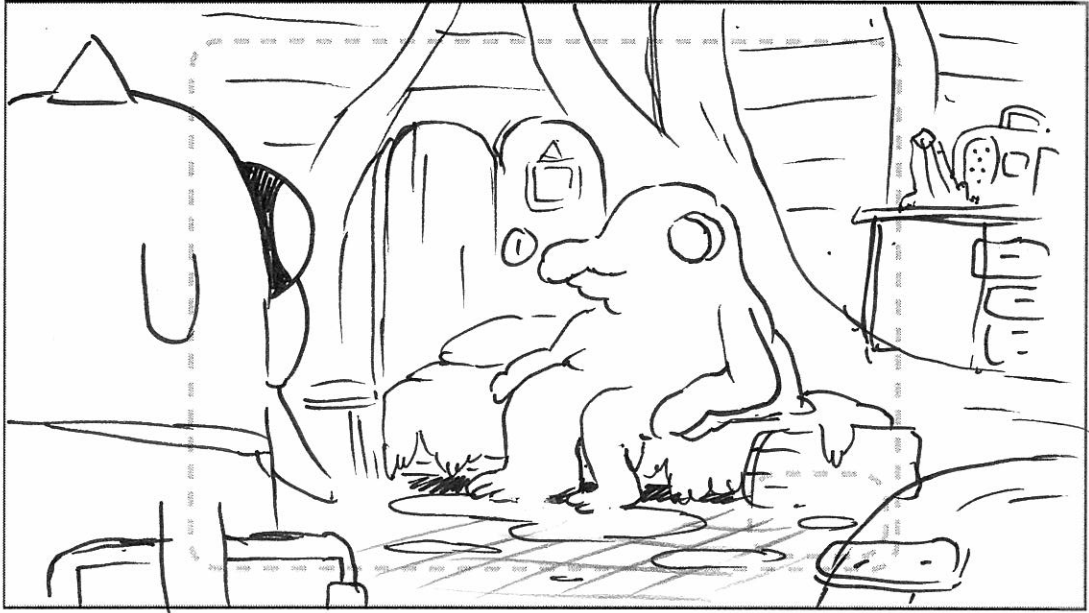
Production :

ADVENTURE TIME

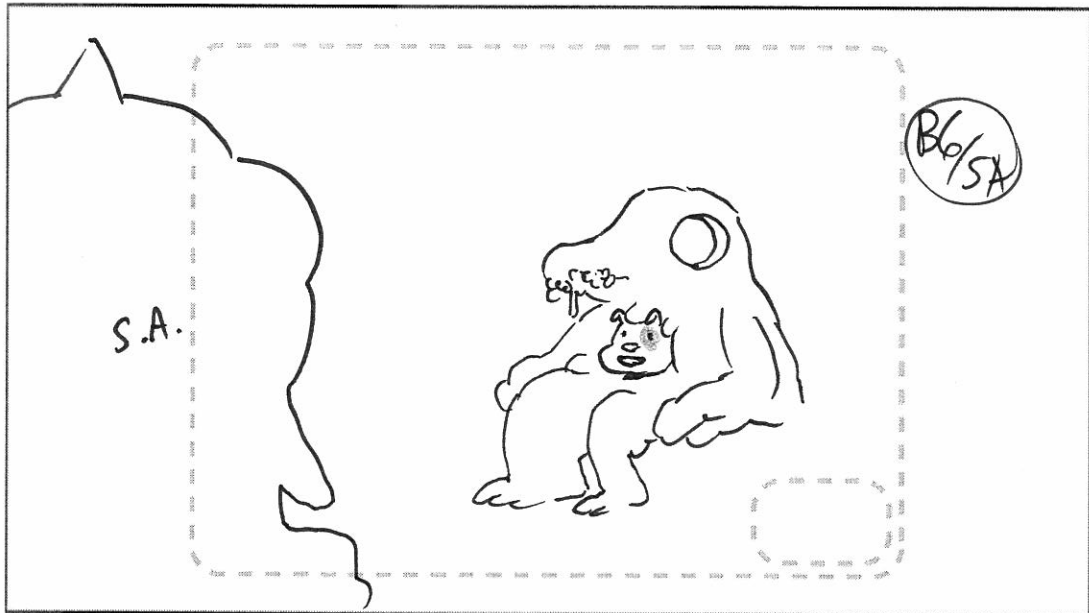




Page _____

Sc. 111 Pnl. A Bg. day night



Sc. 111 Pnl. B Bg. day night



<p>Dialog:</p> <p>(C.P. 67) * burbles caramel bubbles *(slow)</p> <p>(PUPPY:) Yip!</p>	
<p>Action: - Caramel man burbles mouth bubbles instead of speaking</p>	<p>- puppy pokes head out from inside caramel man, then barks.</p>
<p>Timing:</p>	 

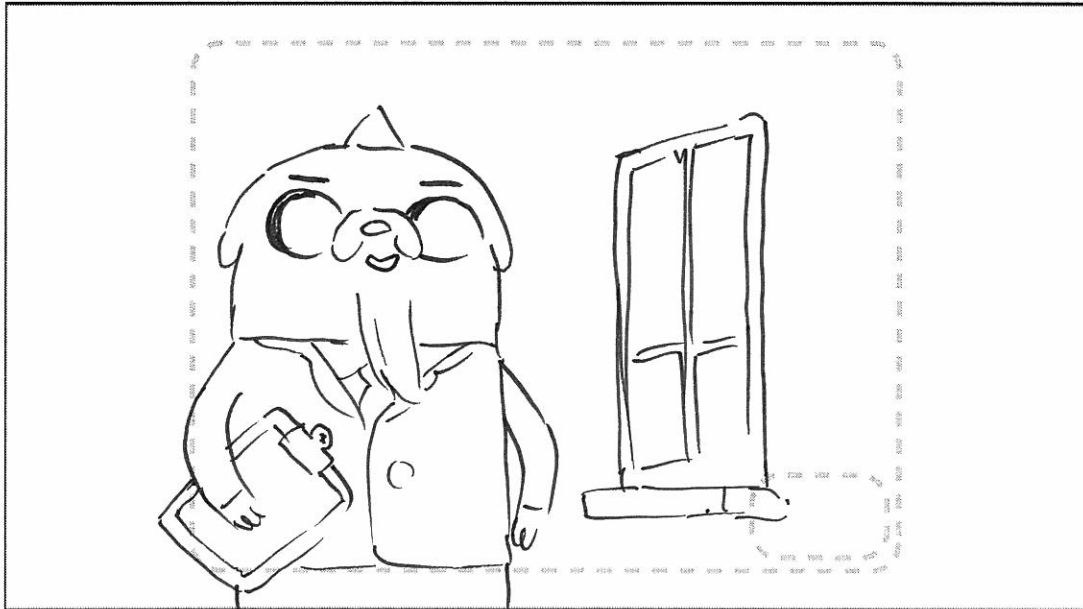
EPISODE # 1025-173

Production :

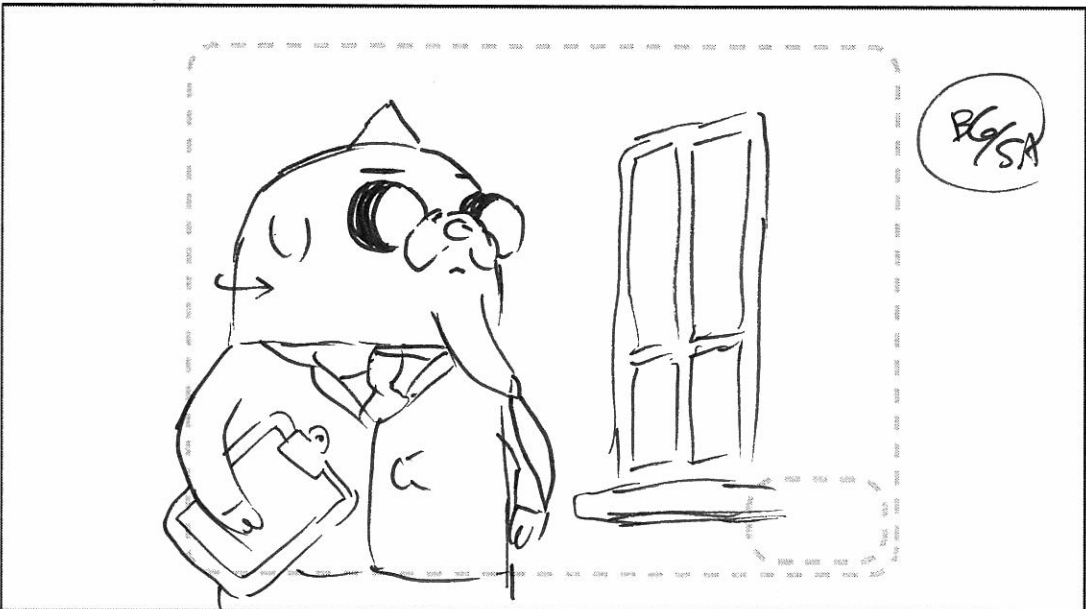
ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 112 Pnl. B Bg. day night



Dialog: ① KW: excellent.
② OS: F+J laughing/playing

(F+J) (OS) laughing/playing

Action: -kil Wm hears laughing outside .

Timing:

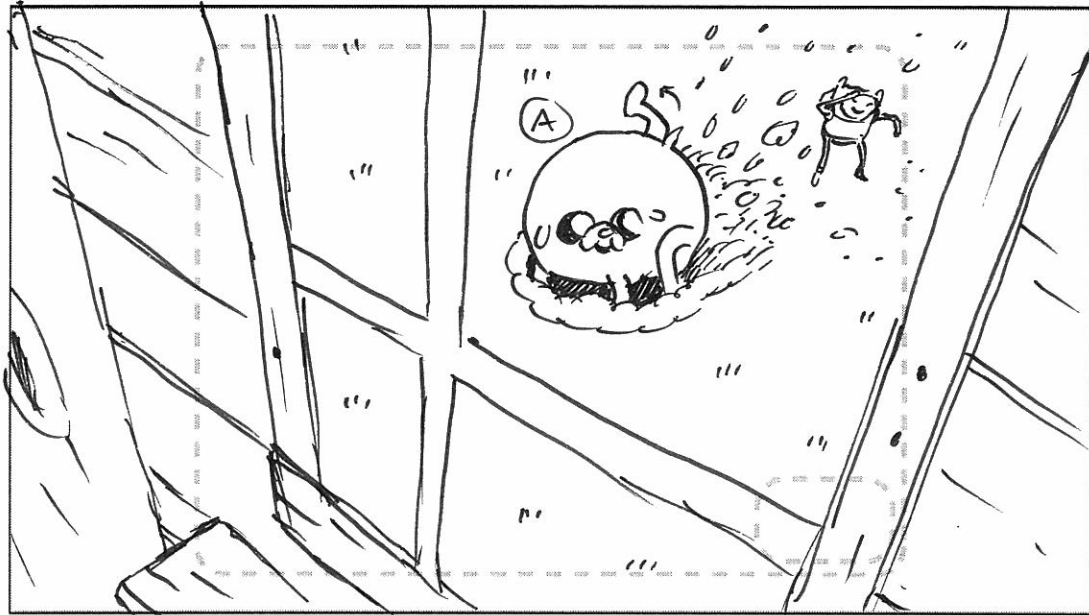
EPISODE # 1025-173
Production :

ADVENTURE TIME



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Sc. 113 Pnl. A Bg. day night



Sc. 114 Pnl. A Bg. day night



Dialog:

(F+J) * laughing/playing *

(KW) (2): excuse me.

Action:

- Jake Kicks dirt in Finn's face
(A) (B) (A) (B) (A) (B) etc.

Timing:



Production :

EPISODE #

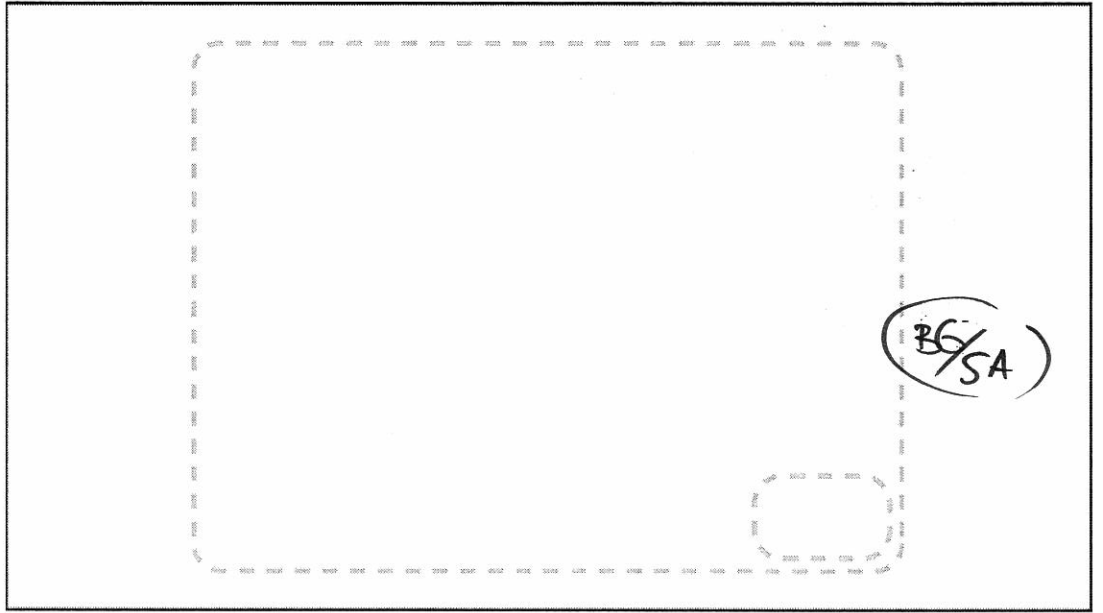
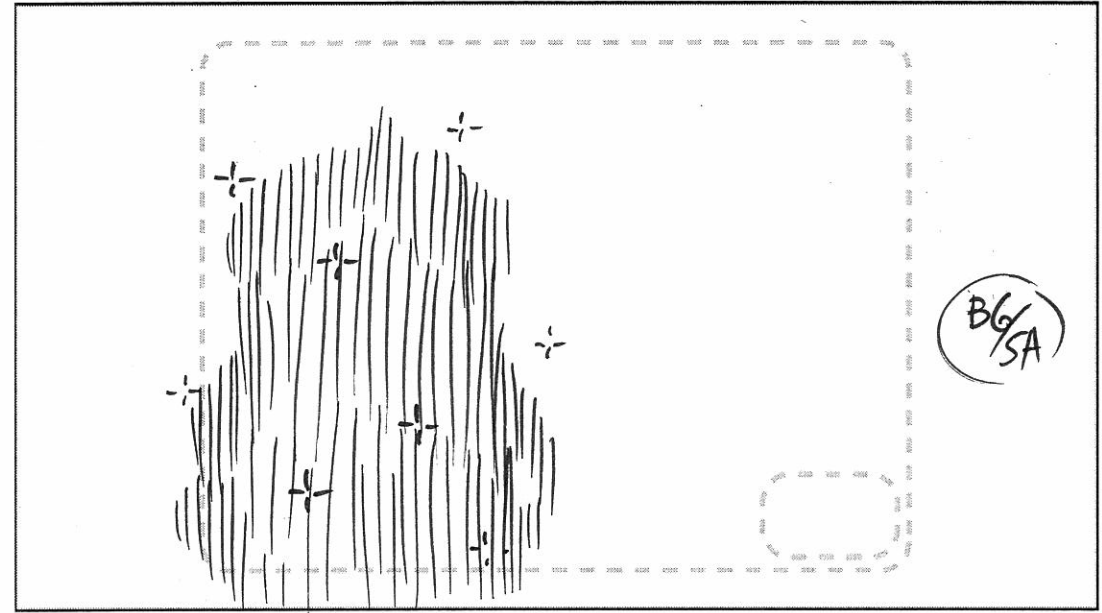
1025-173

ADVENTURE TIME



Sc. 114 Pnl. B Bg. day night

Sc. 114 Pnl. C Bg. day night



Dialog:
Action: ~ Kil wam teleports.
Timing:

Production : EPISODE # 1025-173

ADVENTURE TIME

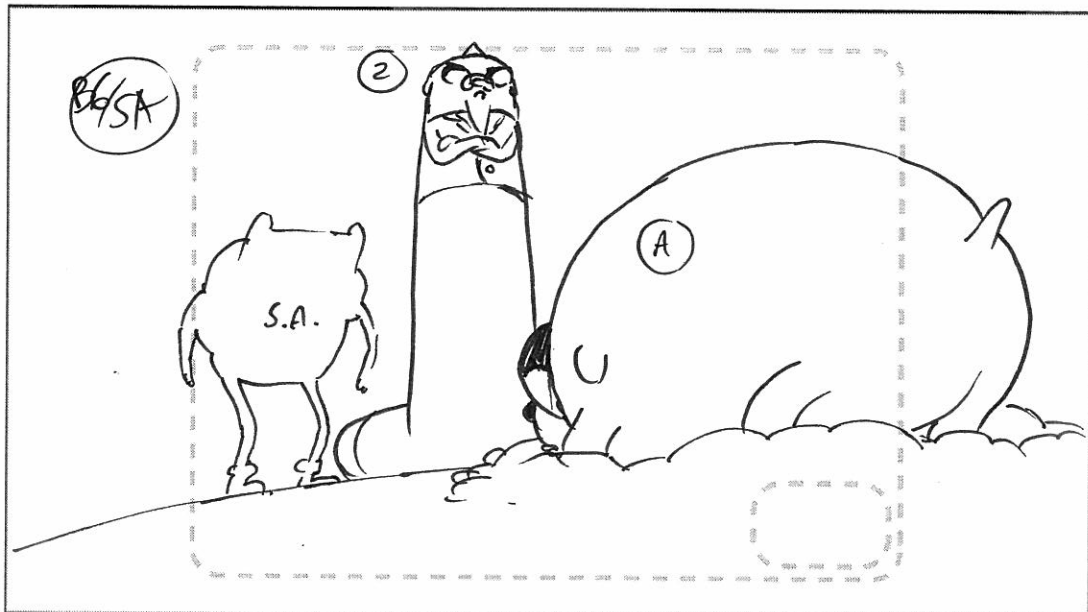


Page 166

Sc. 115 Pnl. A Bg. day night



Sc. 115 Pnl. B Bg. day night



Dialog: (J:) almost.. got it...

(kw:) 2 *them*

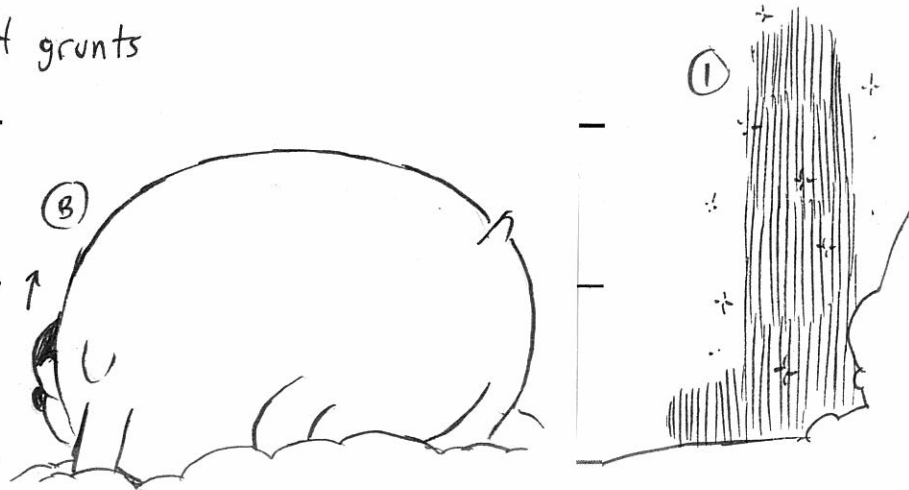
(J:) quiet grunts

Action: - A B A
- Jake gets a firm grip on gold bone



(J:) A B A B
- Jake pullson bone

Timing:



1025-173

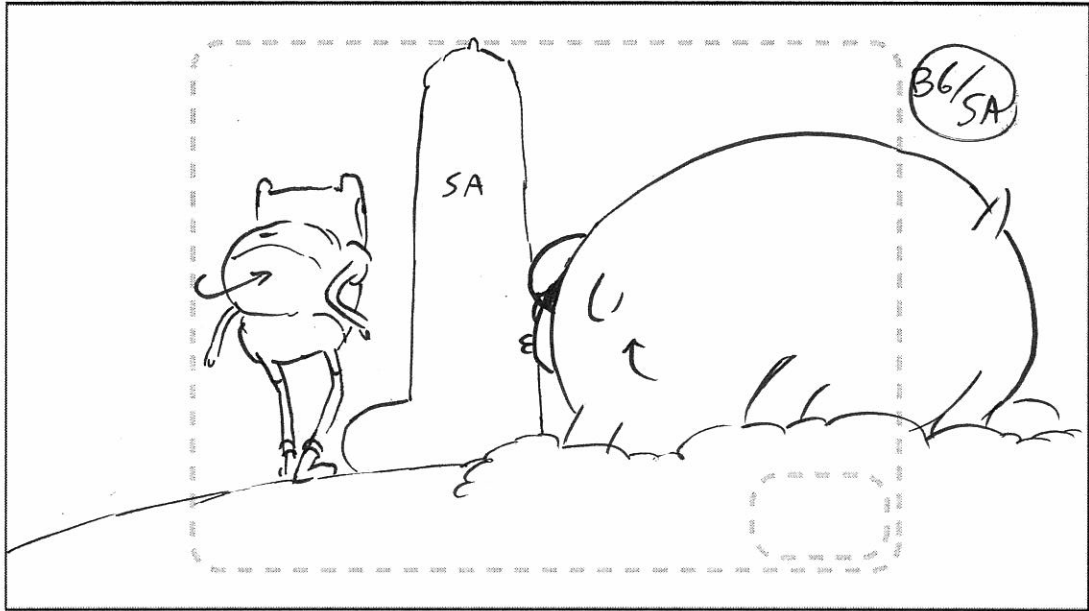
EPISODE #

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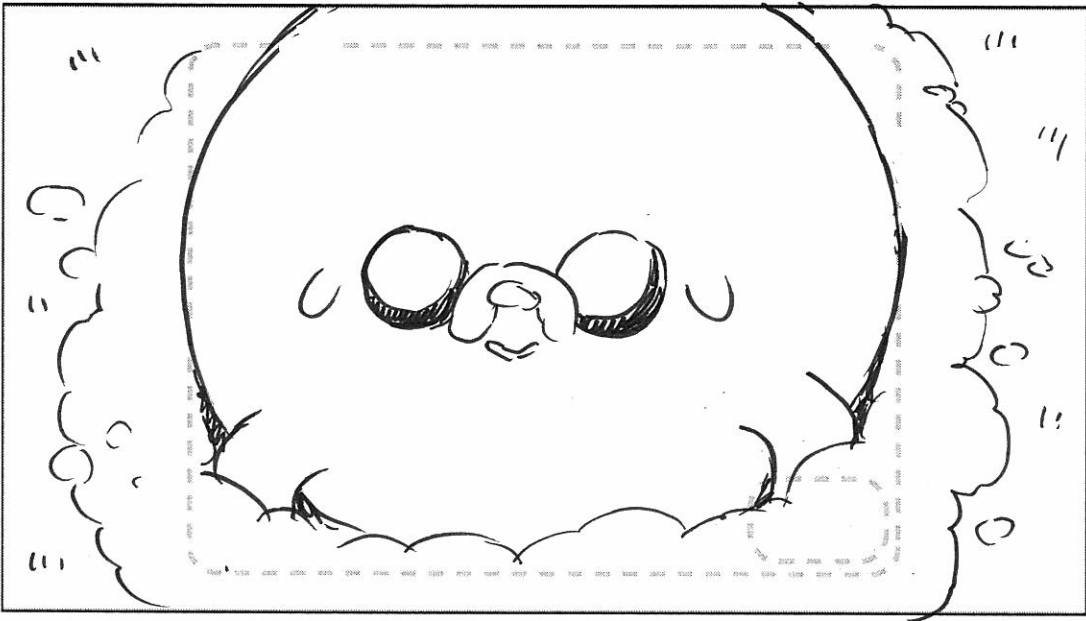
ADVENTURE TIME



Sc. 115 Pnl. C Bg. day night



Sc. 116 Pnl. A Bg. day night



Dialog: (J:) Oh, hey son, → I'm glad you're here -- (interrupted)

Action: Jake looks up, then speaks

Timing:

EPISODE # 1025-173
Production :

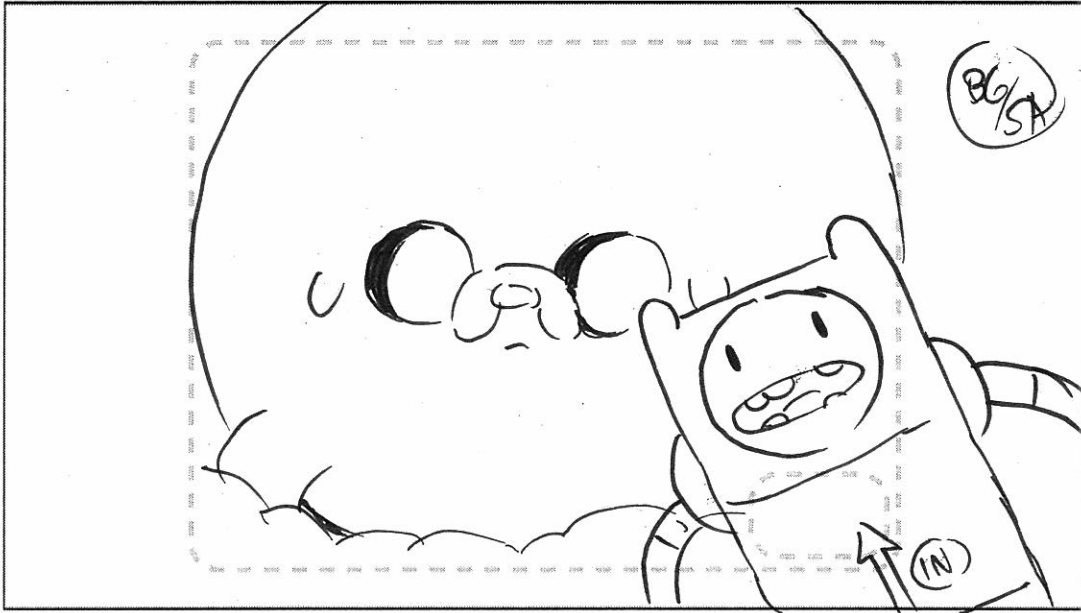
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ADVENTURE TIME

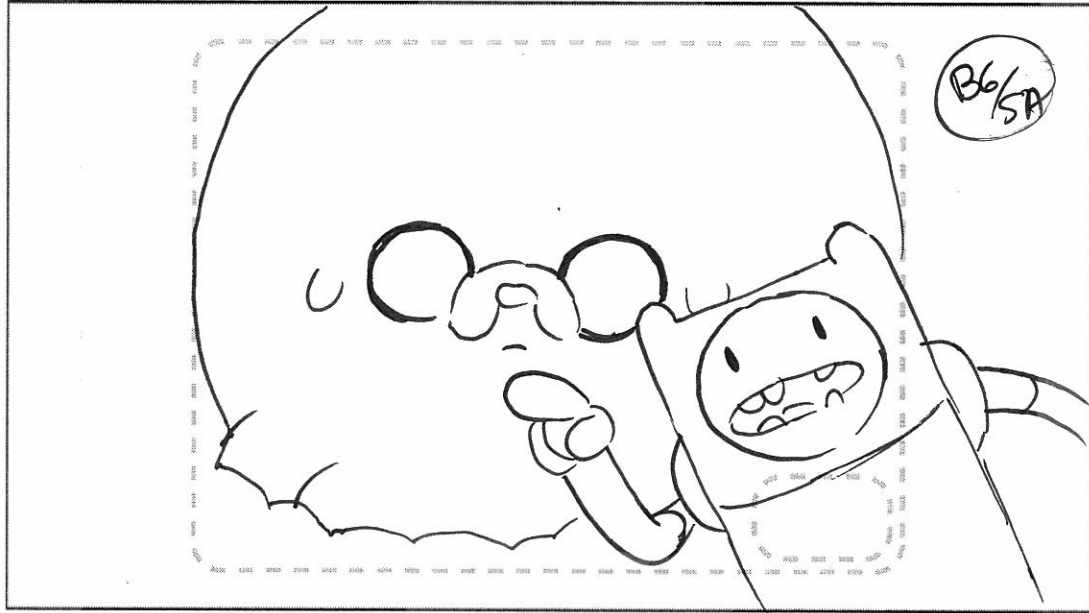


Page 168

Sc. 116 Pnl. B Bg. day night



Sc. 116 Pnl. C Ba. day night



Dialog:	(F) (overlap Jake) Bad news, ya Scrat! We're rich now →	→ and we're buying our house back!
Action:		
Timing:		

EPISODE #
1025-173

Production :

ADVENTURE TIME

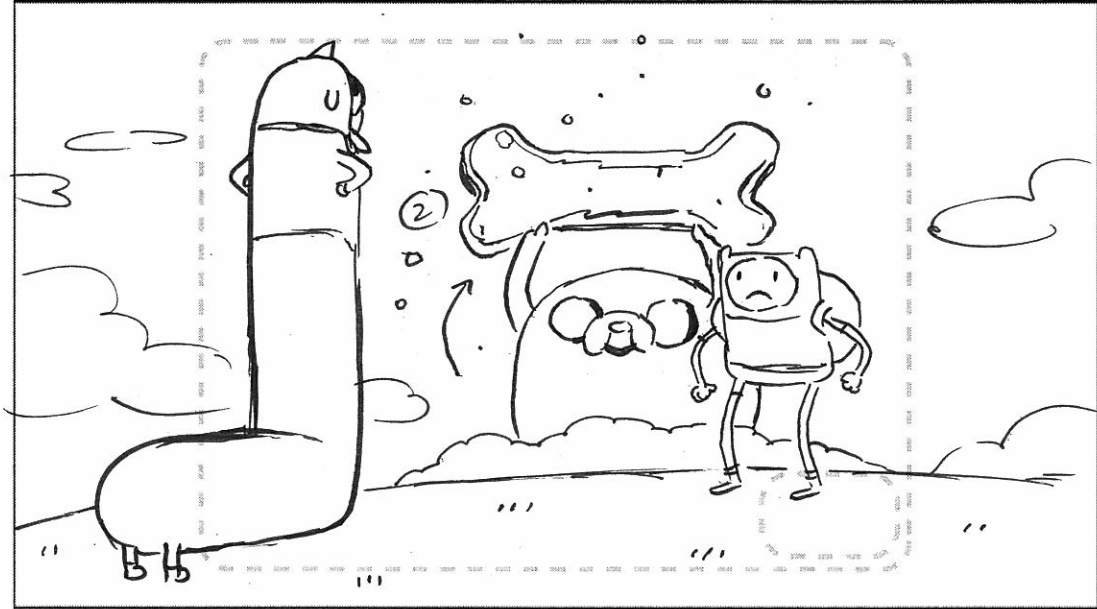


Page 169

Sc. 117 Pnl. A Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:

(KW) Oh yeah? With what?

(JAKE) With this!

Action:

- Jake pulls out giant GOLD BONE, dirt flies off of it.

Timing:



Production :

EPISODE #

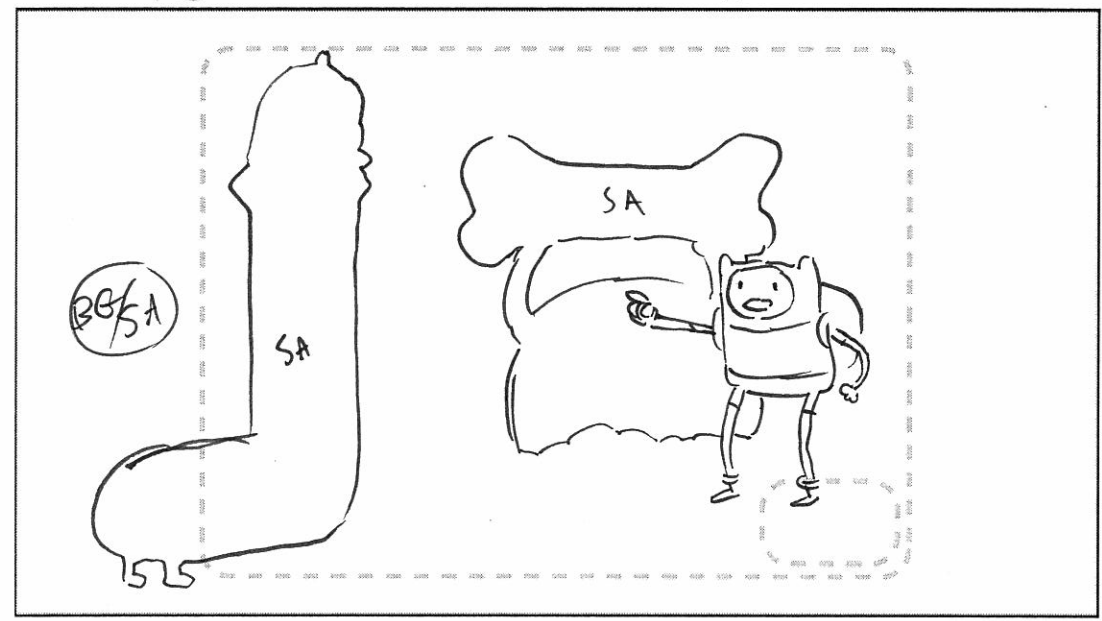
1025-173

ADVENTURE TIME

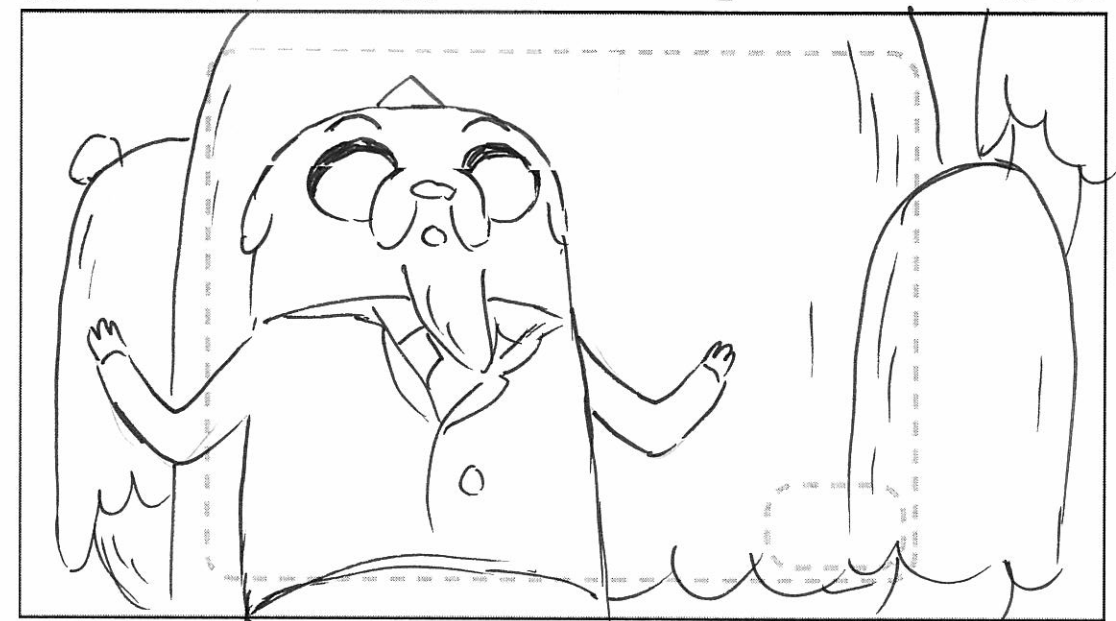


Page 170

Sc. 118 Pnl. B Bg. day night



Sc. 119 Pnl. A Bg. day night



Dialog:	(F) Yeah!	(kw) Oh! I see. With the gold you dug out of →
Action:		
Timing:		



EPISODE #
1025-173

Production :

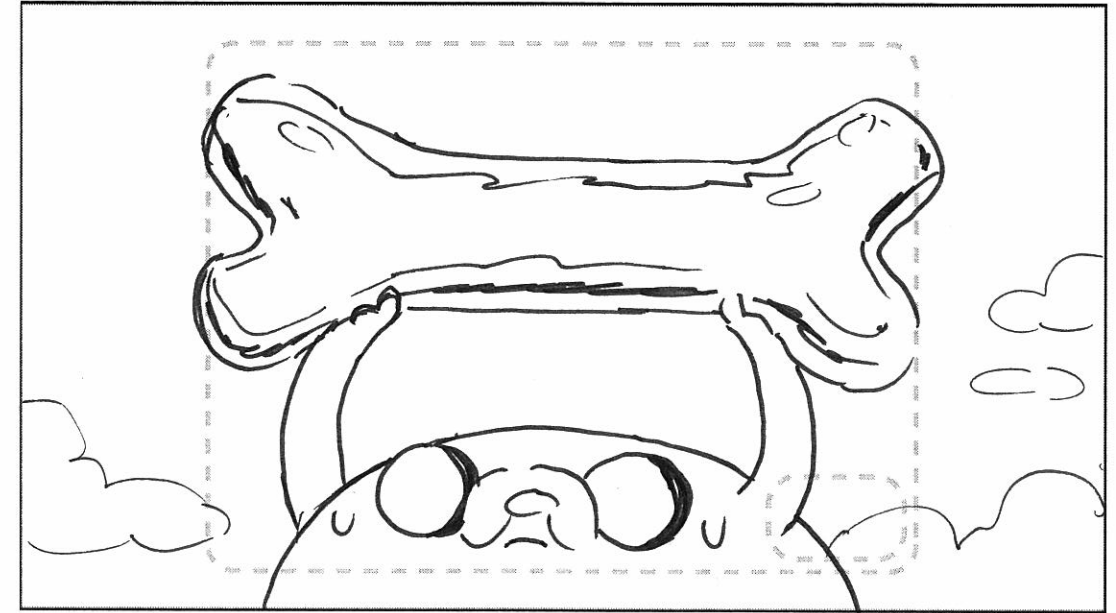
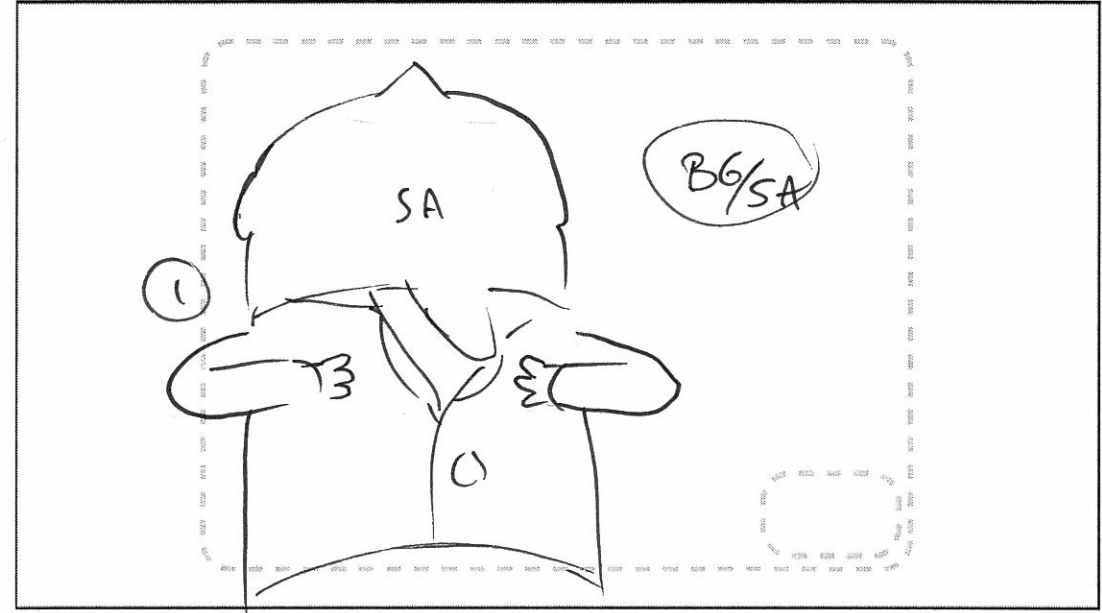
ADVENTURE TIME



Page 171

Sc. 119 Pnl. B Bg. day night

Sc. 120 Pnl. A Bg. day night



Dialog: (kw) → ① MY lawn and which is
 ② therefore
 ① mine.

Action:

Timing: ②

EPISODE # 1025-173

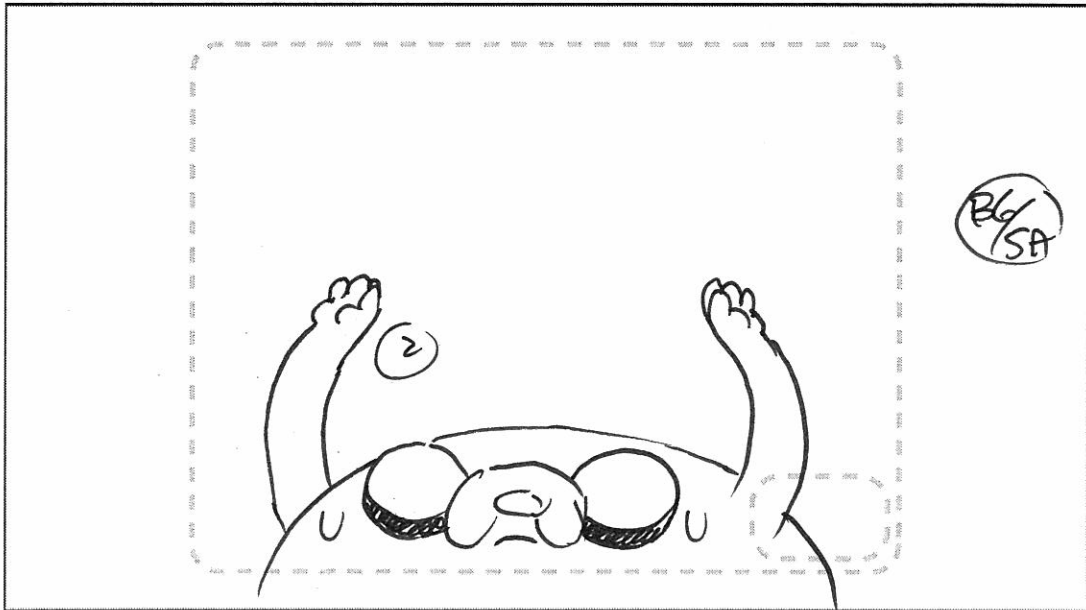
Production :

ADVENTURE TIME



Page 172

Sc. 120 Pnl. B Bg. day night



Sc. 121 Pnl. A Bg. day night



Dialog:

(KW) Now since I have a JOB,
I must be going.

Action:

Timing:

- Bone is teleported away.



Jake
looks
up on
pose
①

EPISODE #

Production :

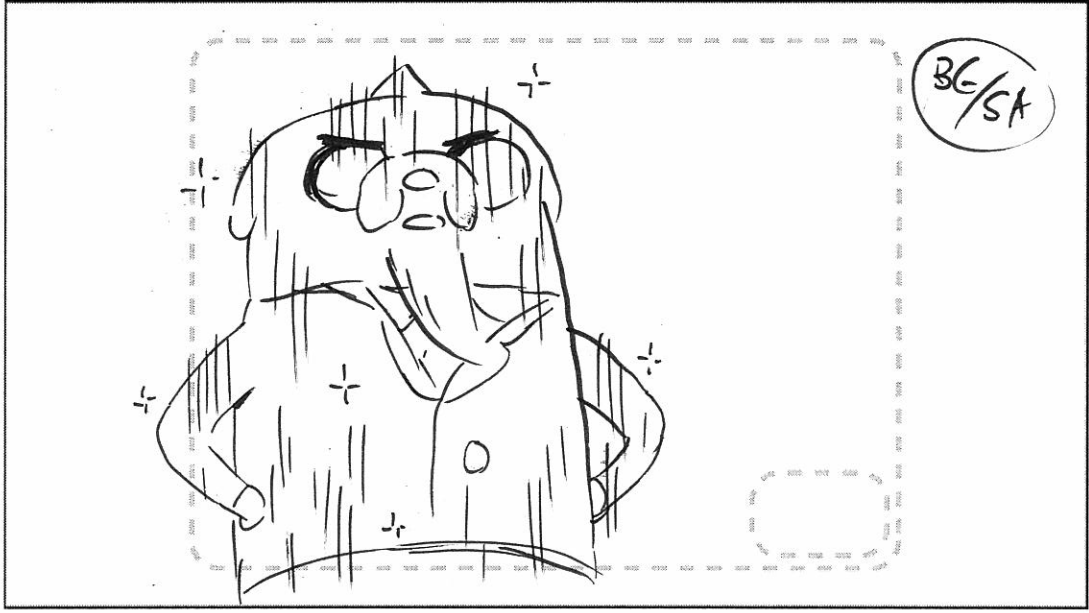
102E-173

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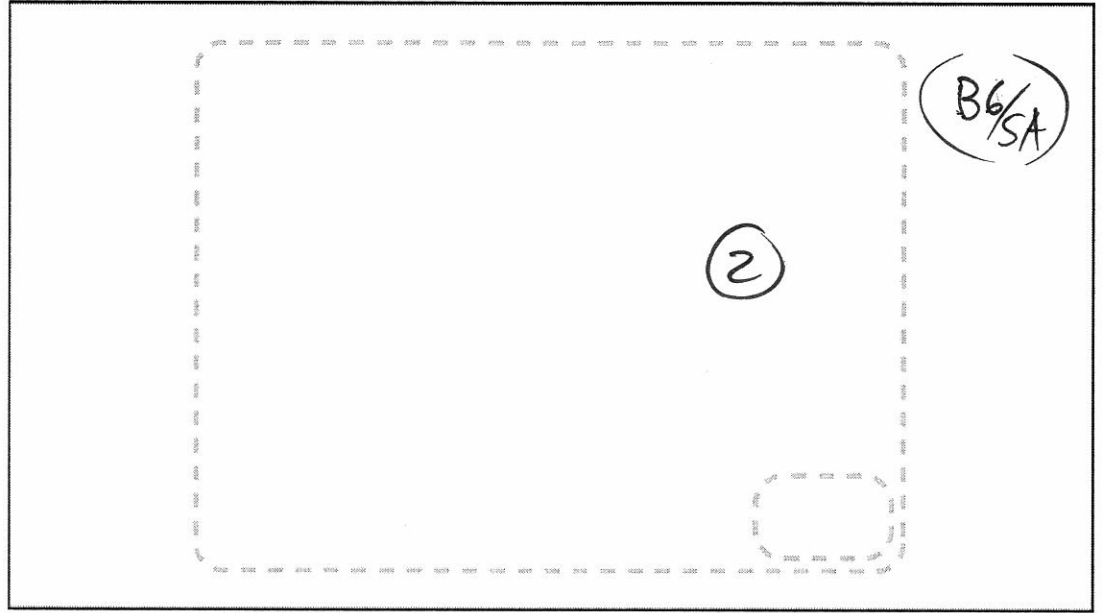
ADVENTURE TIME



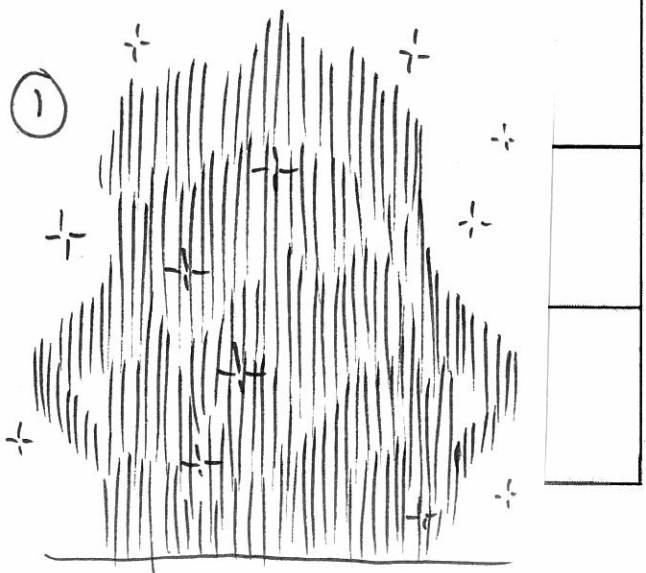
Sc. 121 Pnl. B Bg. day night



Sc. 121 Pnl. C Bg. day night



Dialog:	(KW) Ciao.
Action:	-kilwan teleports away.
Timing:	



EPISODE #
1025-173

Production :

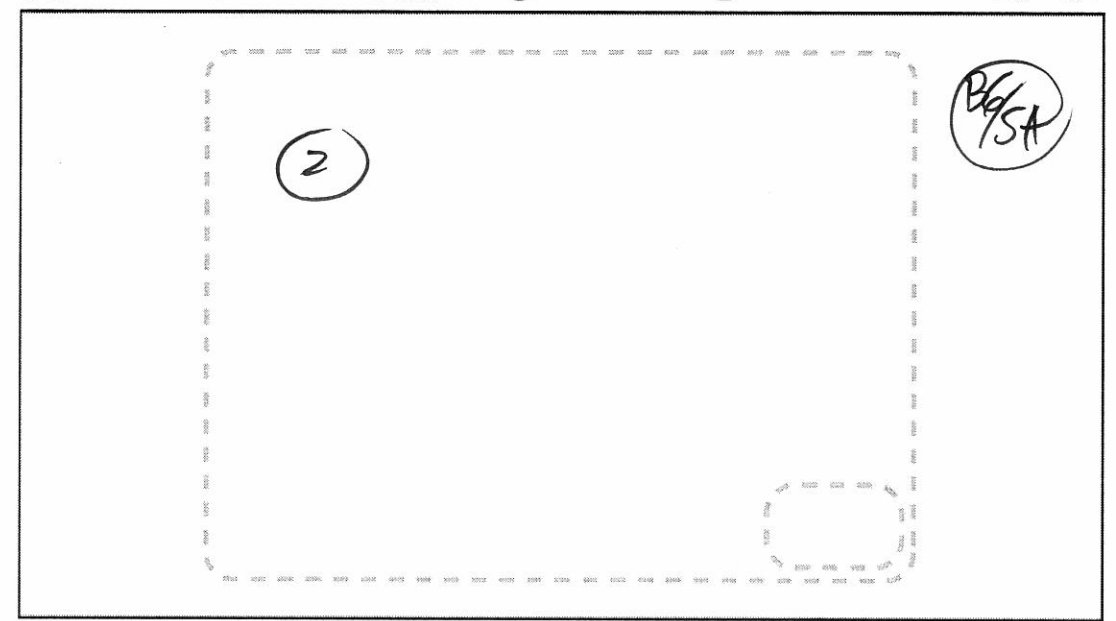
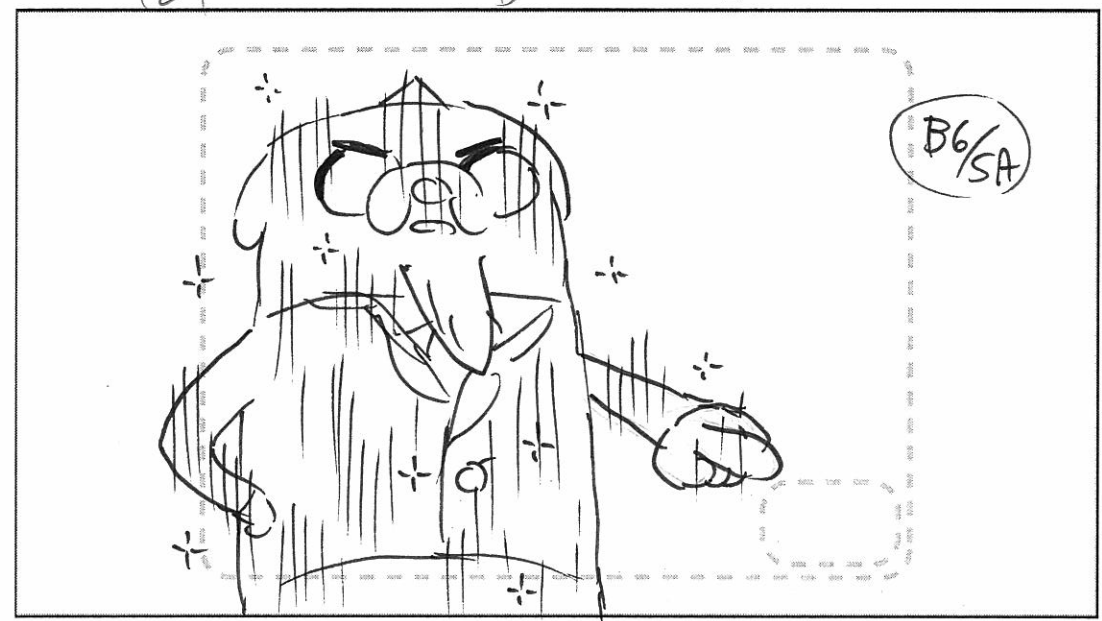
ADVENTURE TIME



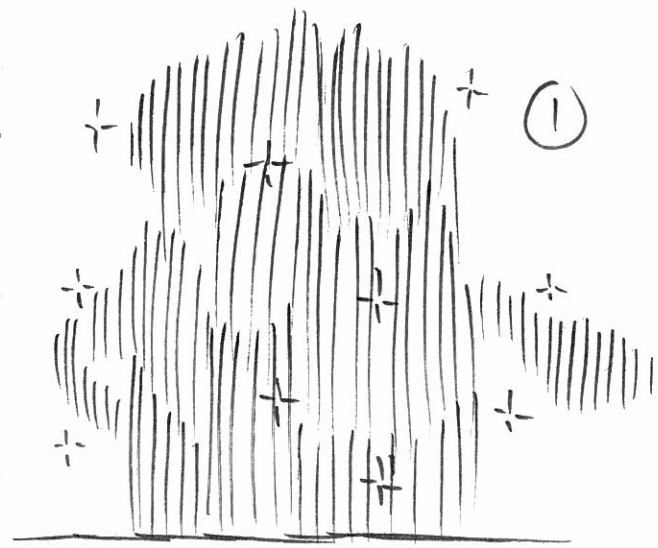
Page 174

Sc. 121 Pnl. D Bg. day night

Sc. 121 Pnl. E Bg. day night



<p>Dialog:</p> <p>(kw) and fill in that hole.</p>	
<p>Action:</p> <p>- kilwon partially teleports back to quickly yell at Finn and Jake.</p>	
<p>Timing:</p>	



EPISODE #
1U25-173

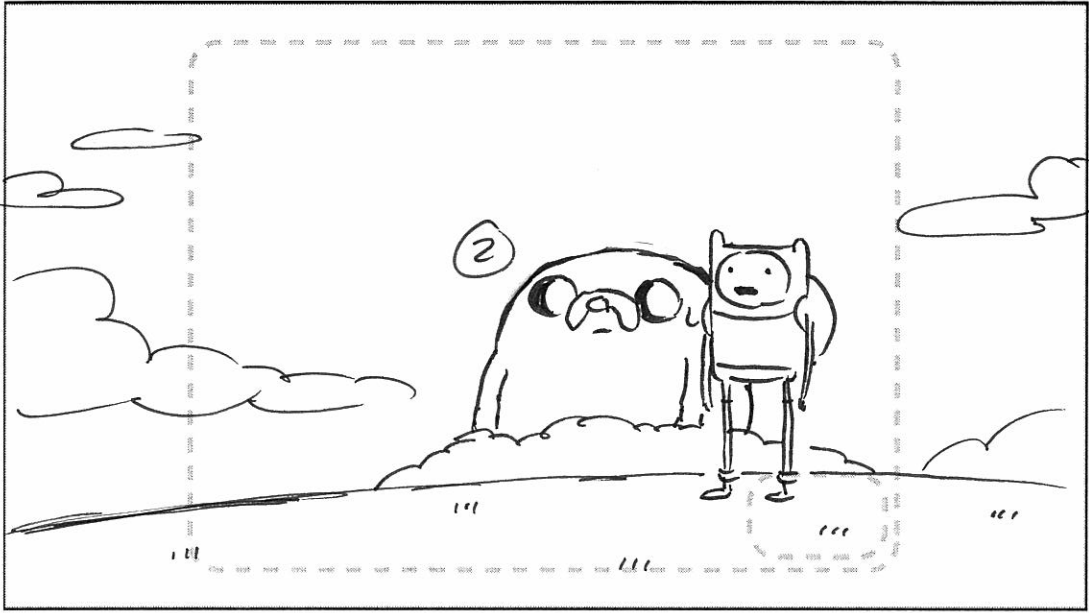
Production :

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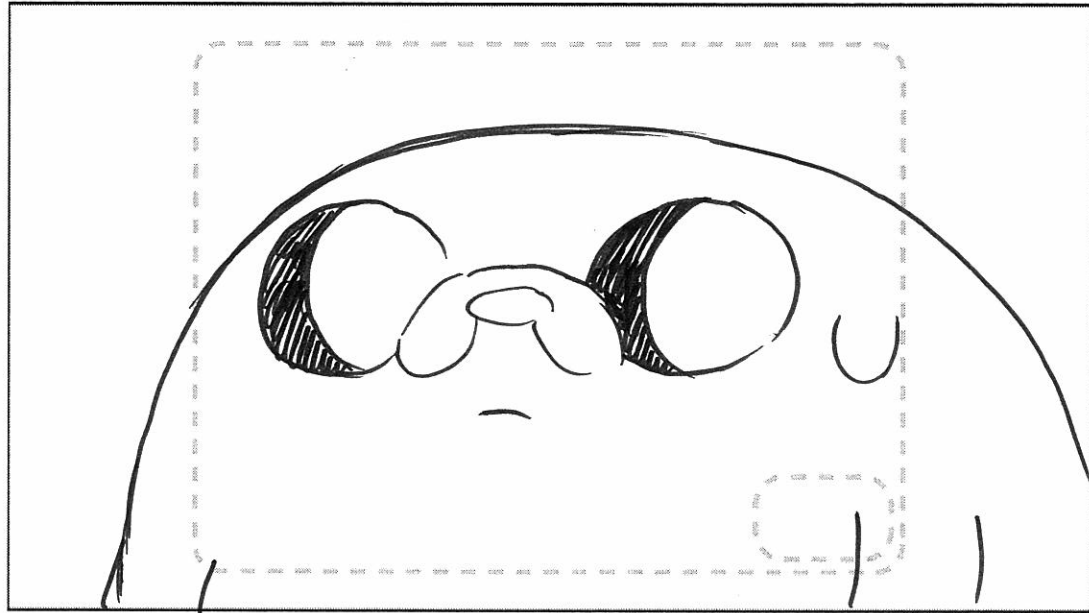
ADVENTURE TIME




Sc. 122 Pnl. A Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:	(F:) I'm gonna be frank here.		- BEAT
Action:			
Timing:			

EPISODE # 1025-173

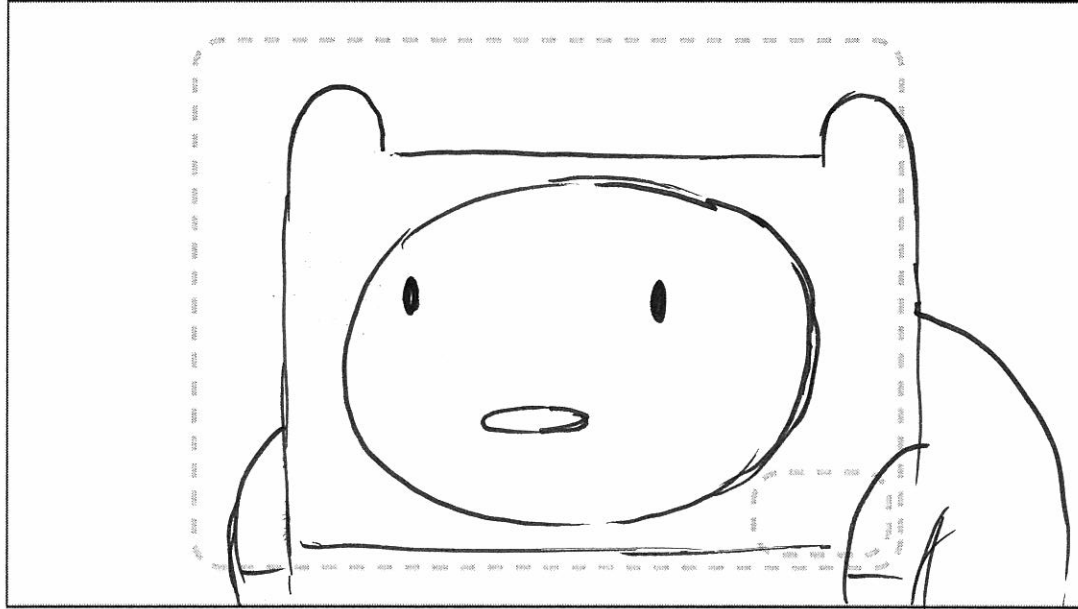
Production :

ADVENTURE TIME

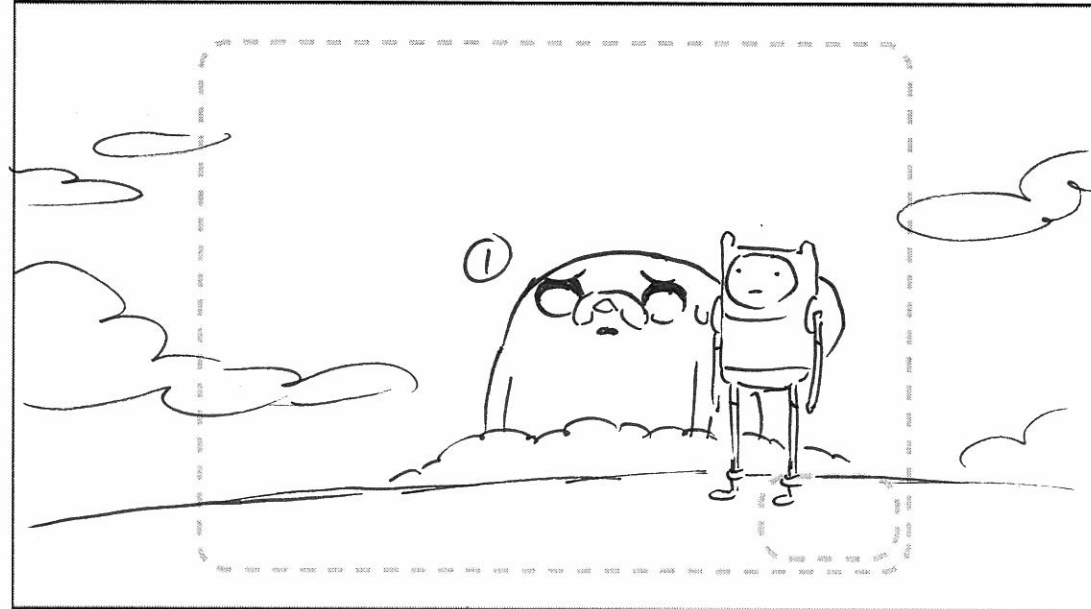


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Sc. 124 Pnl. A Bg. day night



Sc. 125 Pnl. A Bg. day night



Dialog:

(F:) Your son's a real-time jingle-blaster.

(J:) I know I know... →

Action:

Timing:

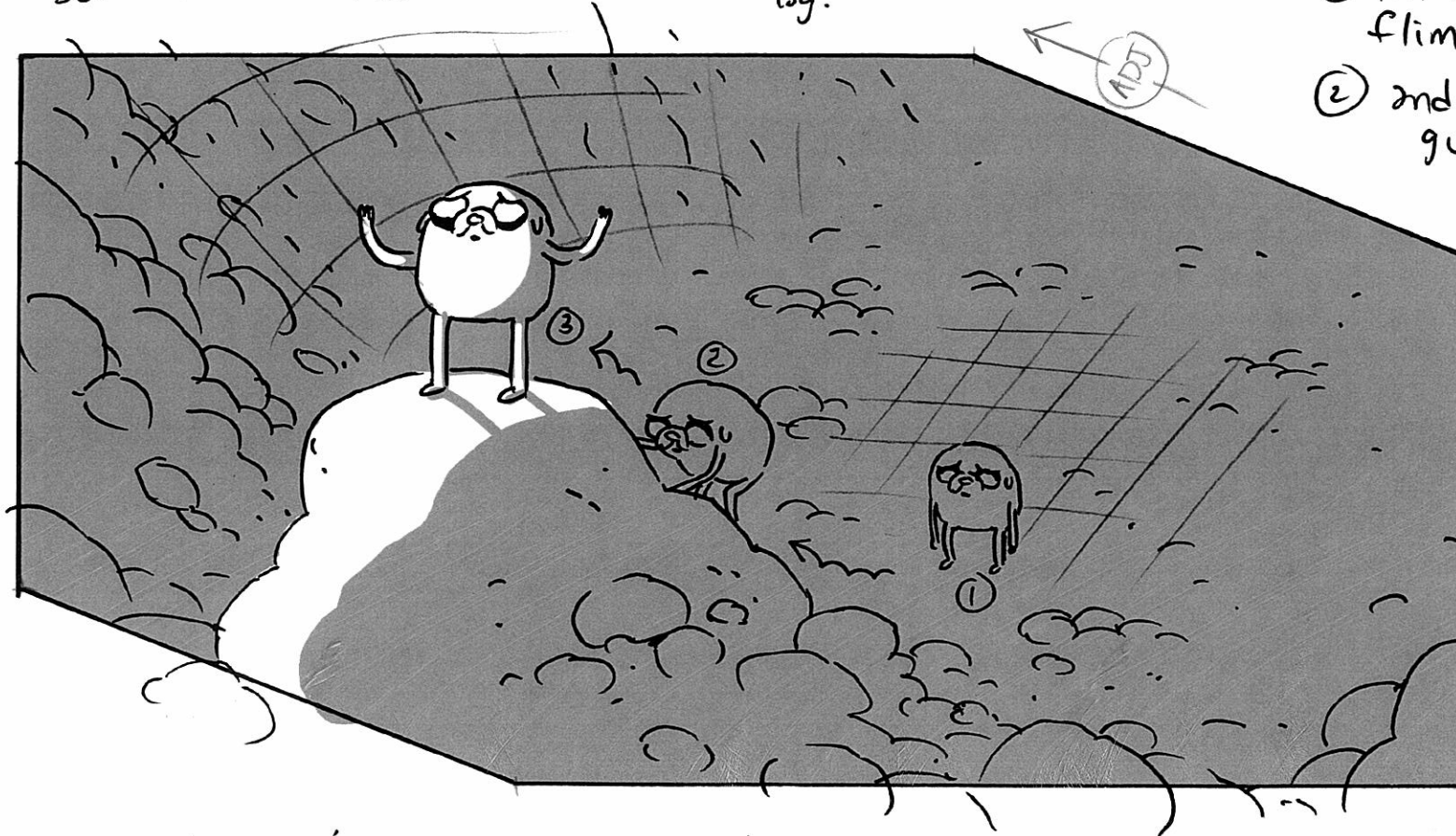


EPISODE #

1025-173

Production :

Sc. 126 Pnl. A Bg.



DIALOG: JAKE: →

① kil won's a real out-loud flim-flammer,

② and that's okay I guess...

③ but why,

④ WHY 'would he do this to his

③ pip plop plop?



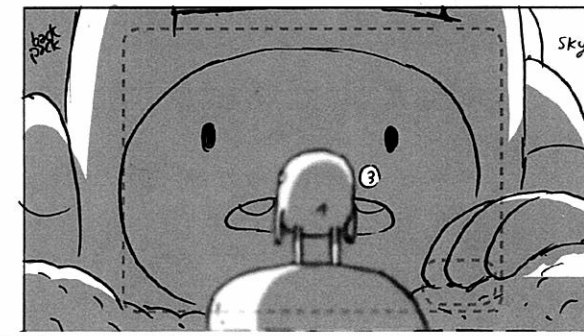
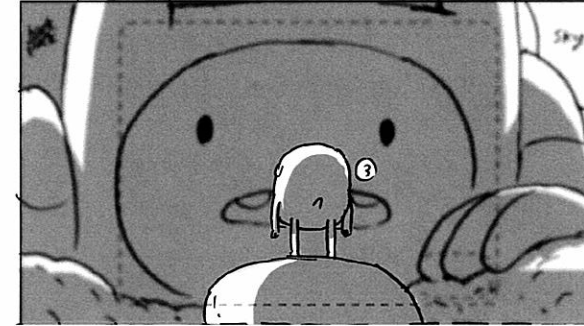
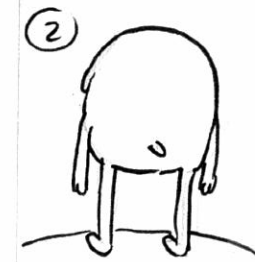
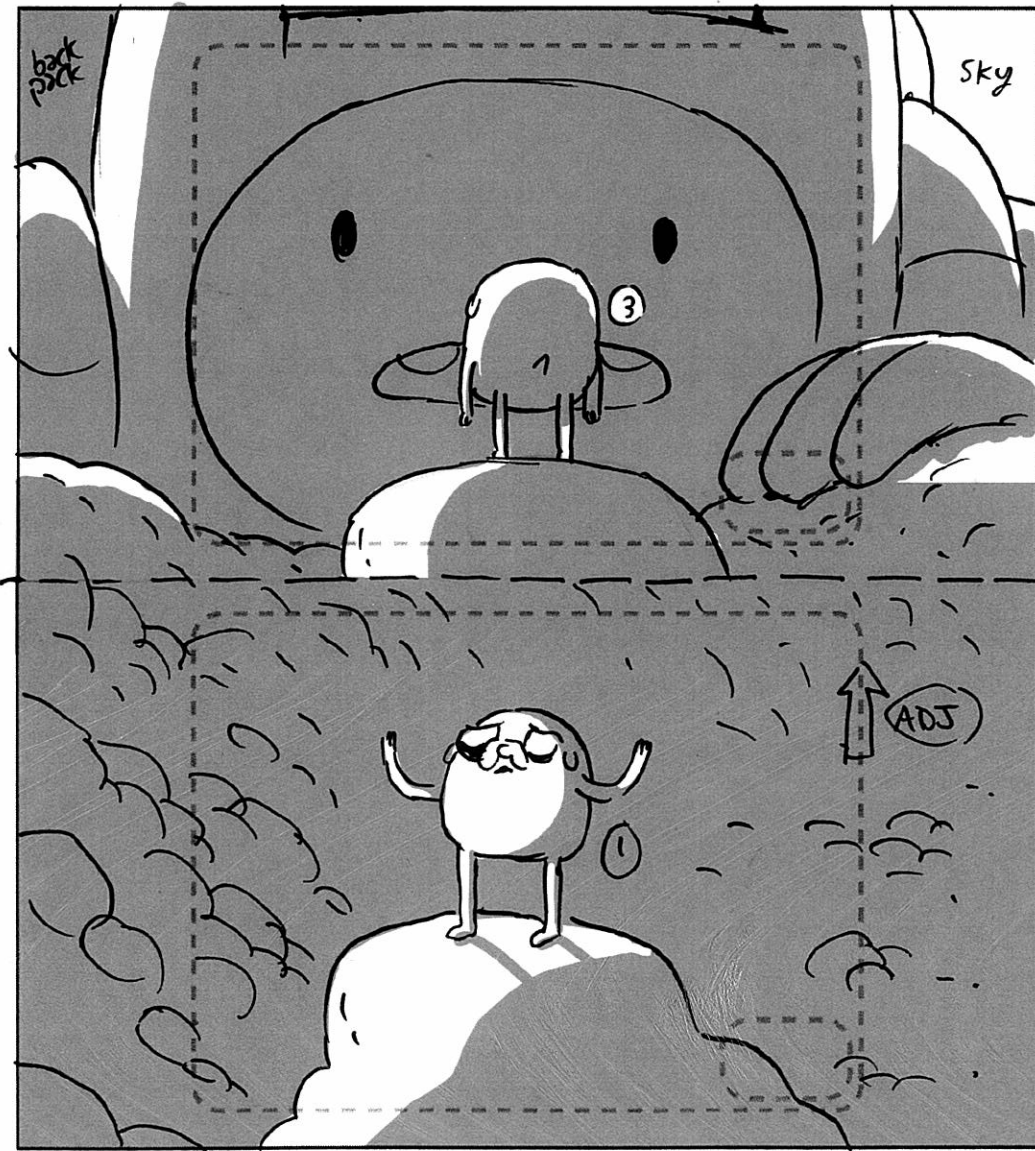
1025-173

ADVENTURE TIME



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Sc. 126 Pnl. B Bg. day night



① maybe we can do something like this?
②

Dialog:	① F: ② Oh, oh - wait ③ y'know, like, maybe he's got a secret problem - he can't tell us about...
Action:	- Jake hears Finn, then turns around. Then camera pans up to Finn's face
Timing:	

EPISODE #

Production :

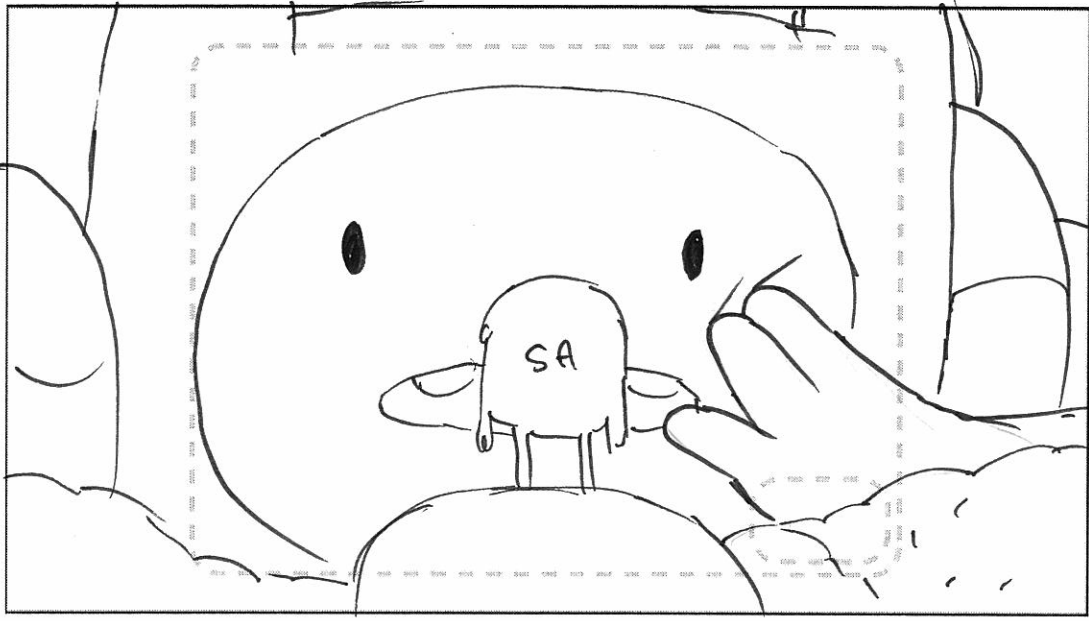
1025-173

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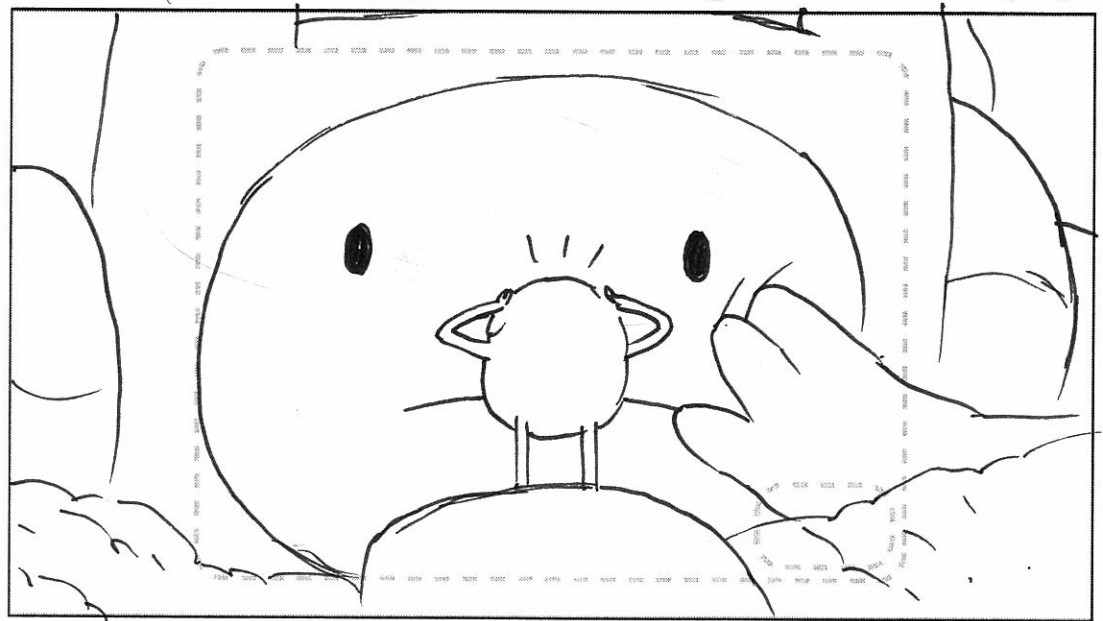
ADVENTURE TIME



Sc. 126 Pnl. C Bg. day night



Sc. 126 Pnl. D Bg. day night



Dialog:	(F) → like with mob goons... like, gambling debts or something...	(J) That's it! You're right!
Action:		
Timing:		

Production :

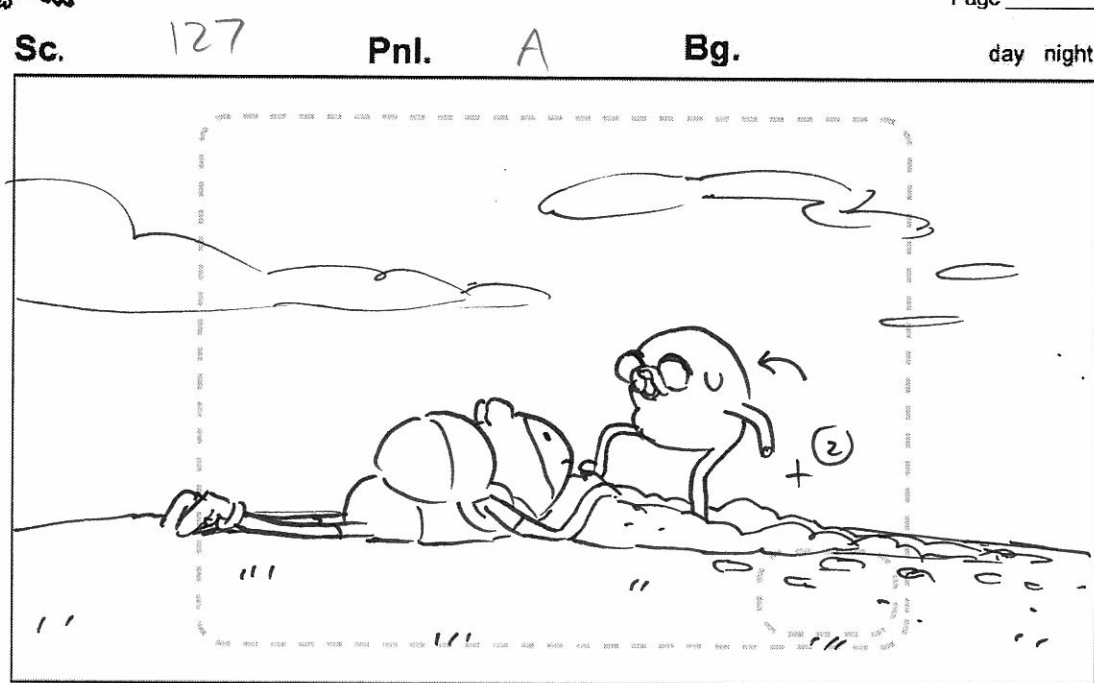
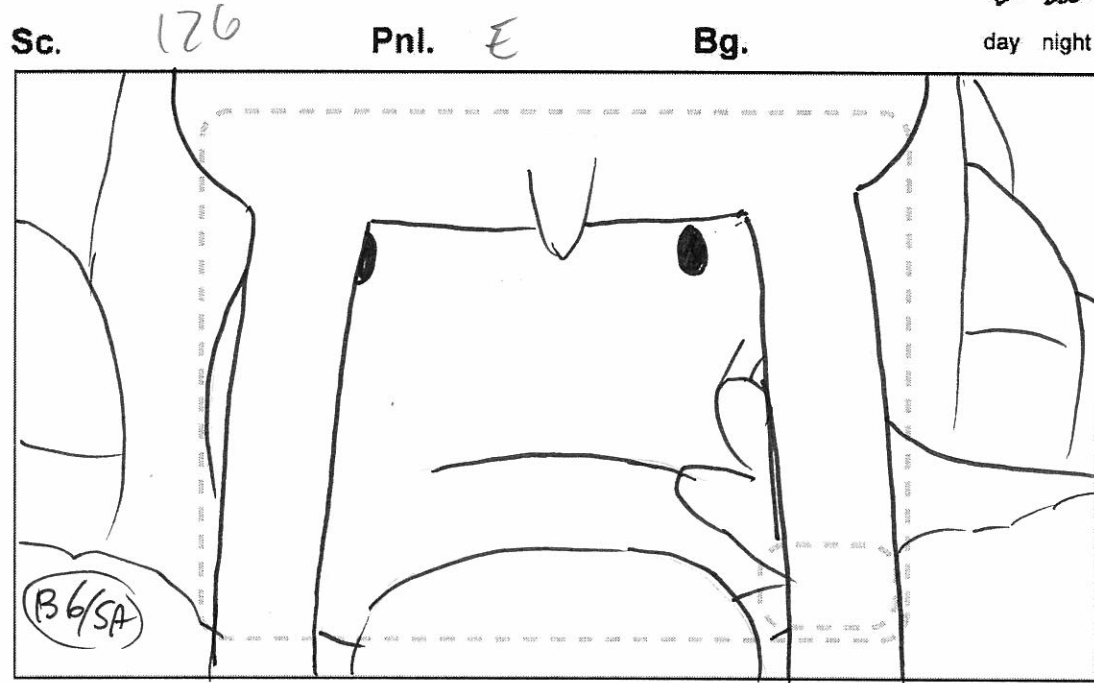
EPISODE #

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ADVENTURE TIME



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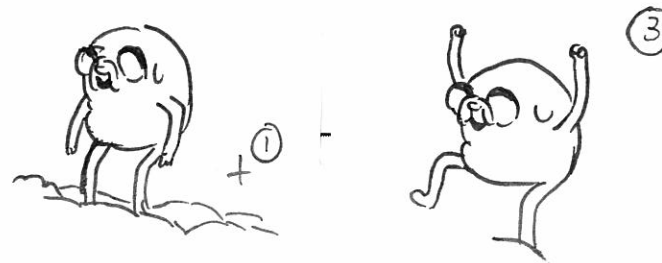


Dialog: (J) Why didn't I see it before!?

(J) ① If we ② help him out of his secret jam, ③ he won't need our money any more, →

Action: - Jake grows large again.

Timing:



EPISODE # 1025-173

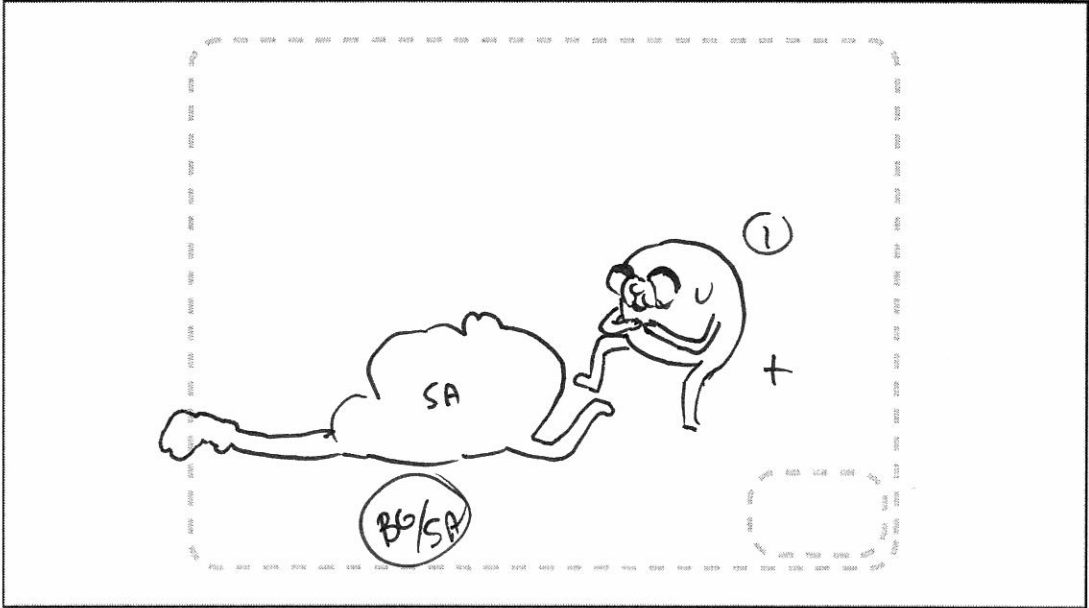
Production :

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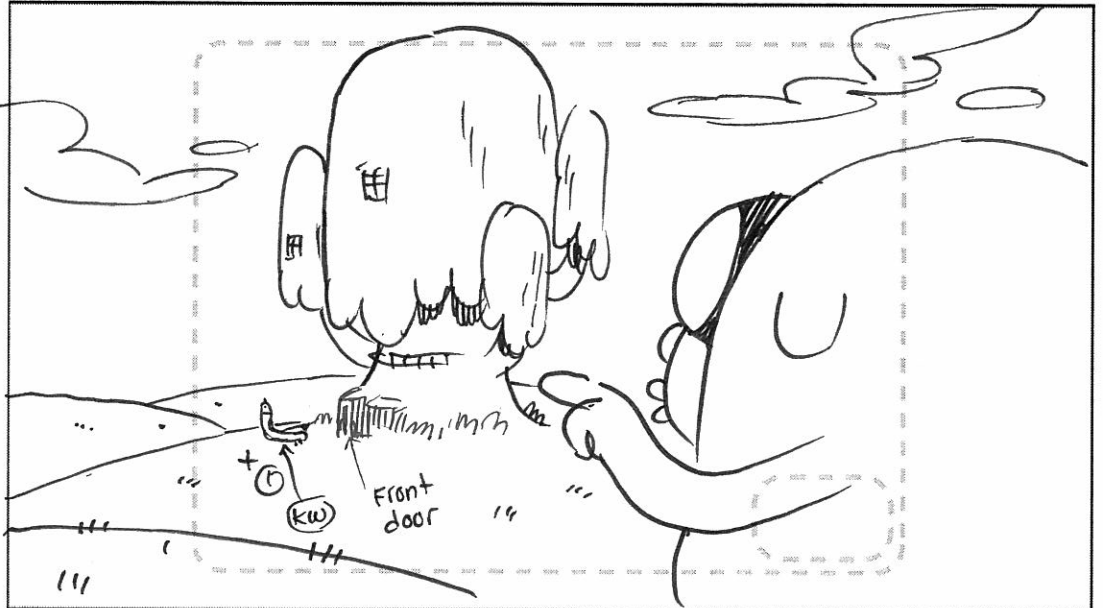
ADVENTURE TIME





Sc. 127 Pnl. B Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:	(J) (1) → and he'll start treatin' us right. (2) Look, →	(J) Thure he goes right now.
Action:		
Timing:		

EPISODE # 1025-173

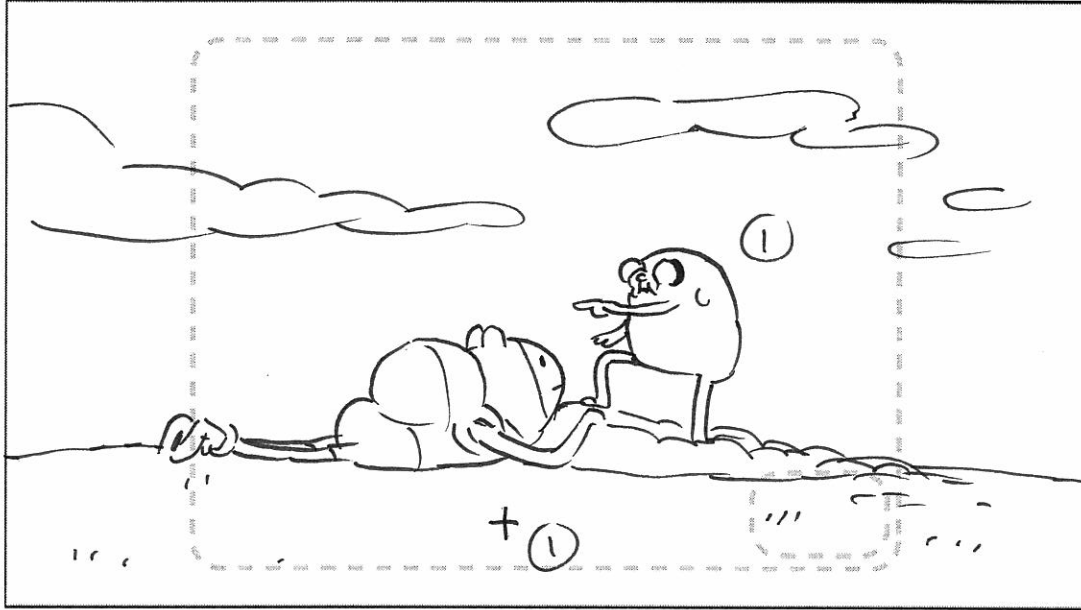
Production :

ADVENTURE TIME

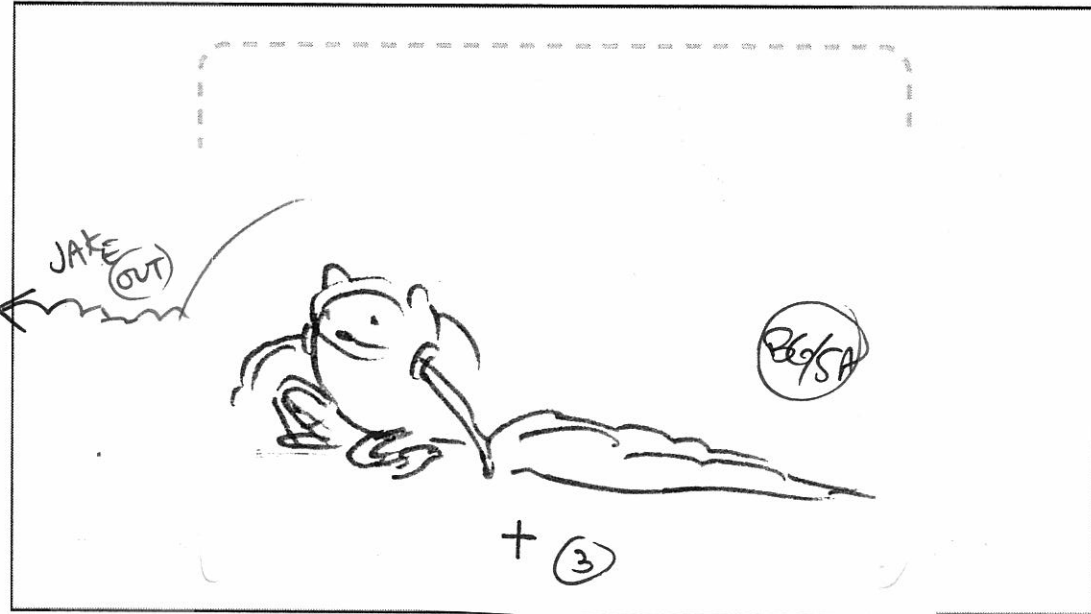


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Sc. 129 Pnl. A Bg. day night



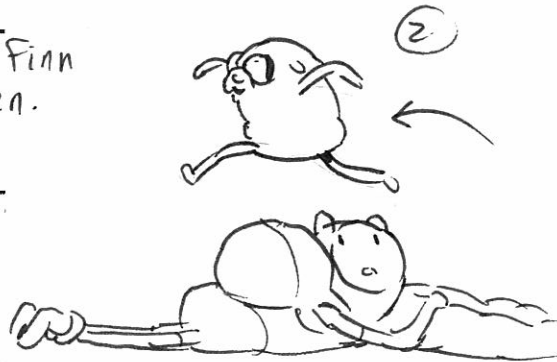
Sc. 129 Pnl. B Bg. day night



Dialog: (J) c'mon let's follow him to the mob goons.

Action: - Jake jumps over Finn then runs off screen.

Timing:



- Finn runs off screen.



EPISODE #

1025-173

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

WIPE
oo

~~OUT~~

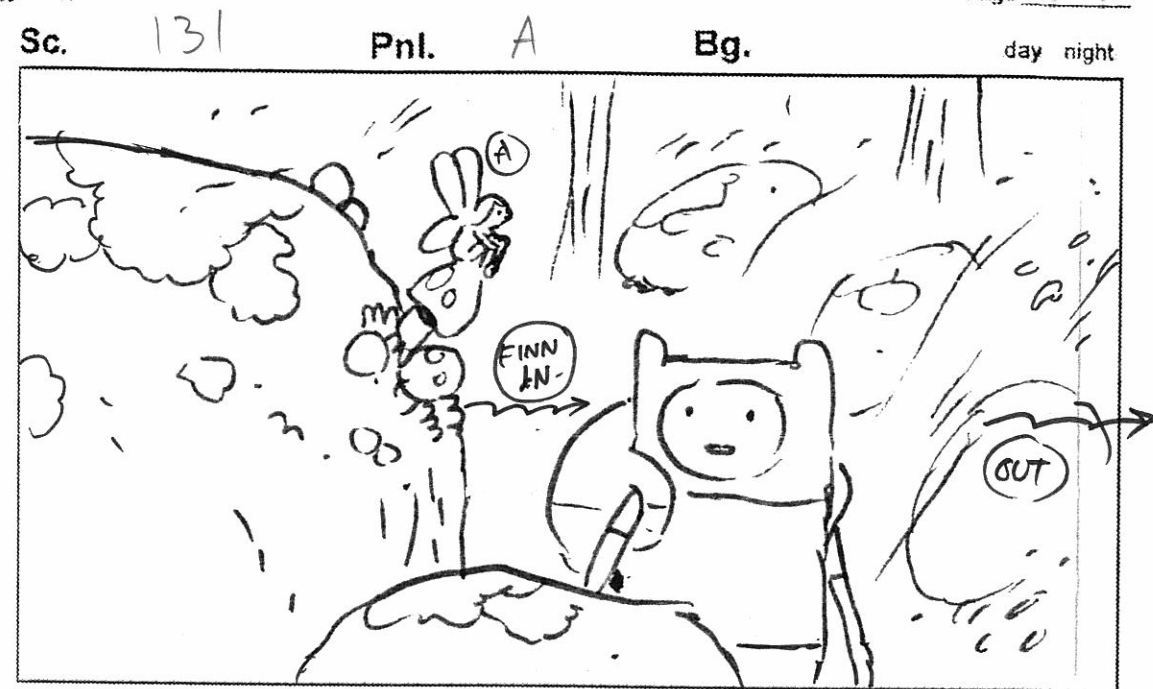
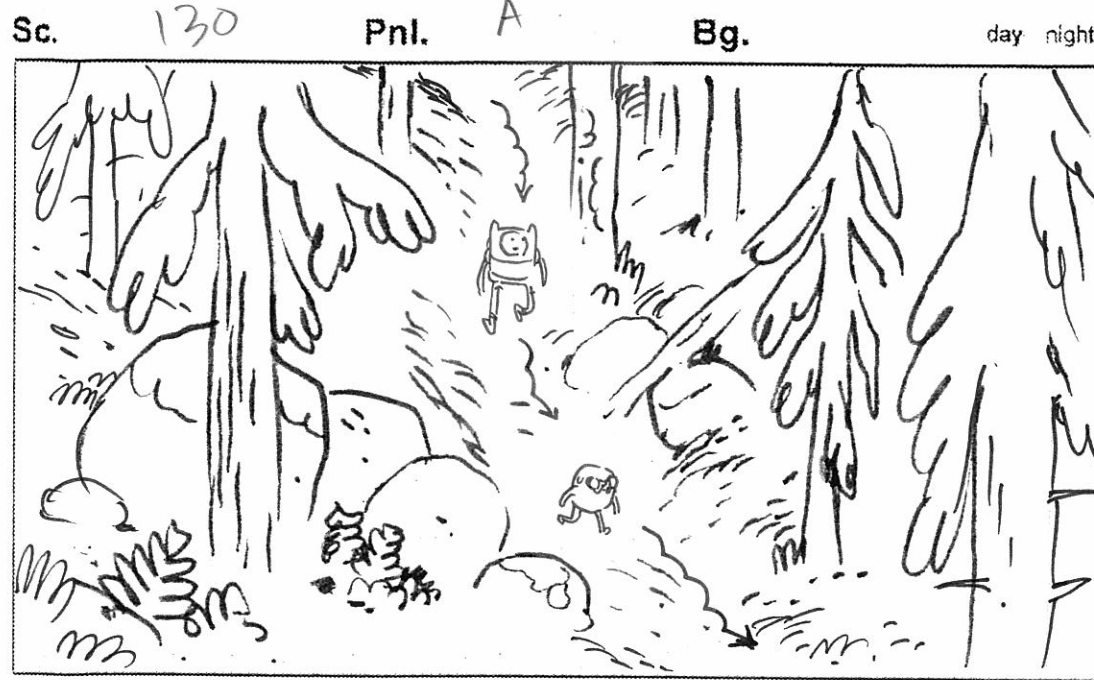
Dialog:
Action:
Timing:

Production :
EPISODE #
1025-173

ADVENTURE TIME



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Dialog:	(F.) Are you sure this is right Jake? I've never seen this place before	(F.) It looks like a fairytale.
Action:		- Fairy slowly flexes its wings (A) (B) (A)
Timing:		

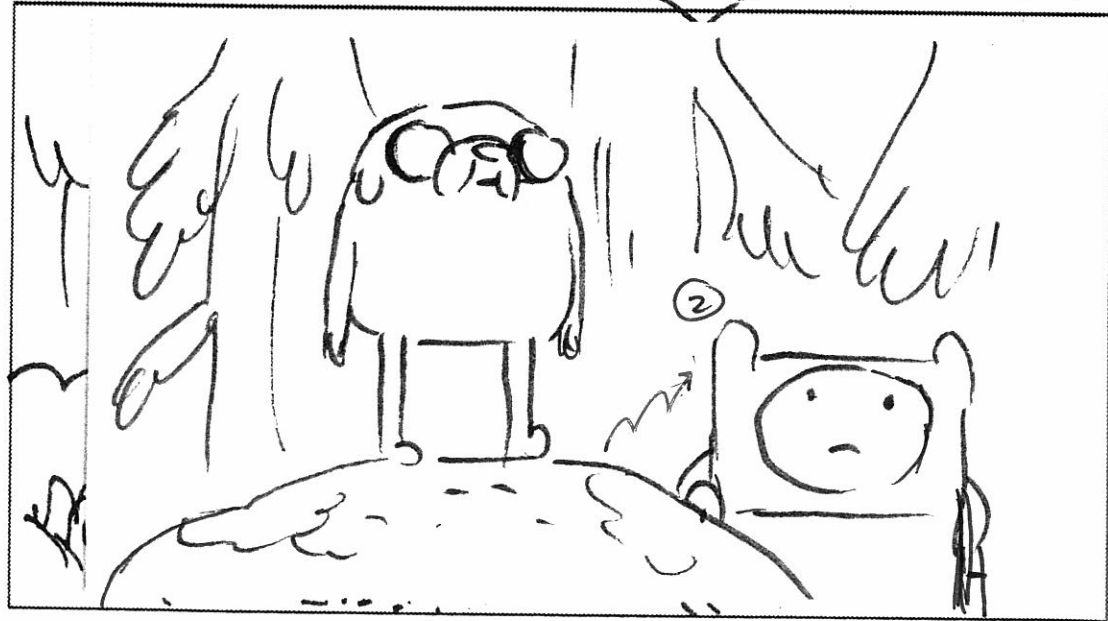


1025-173

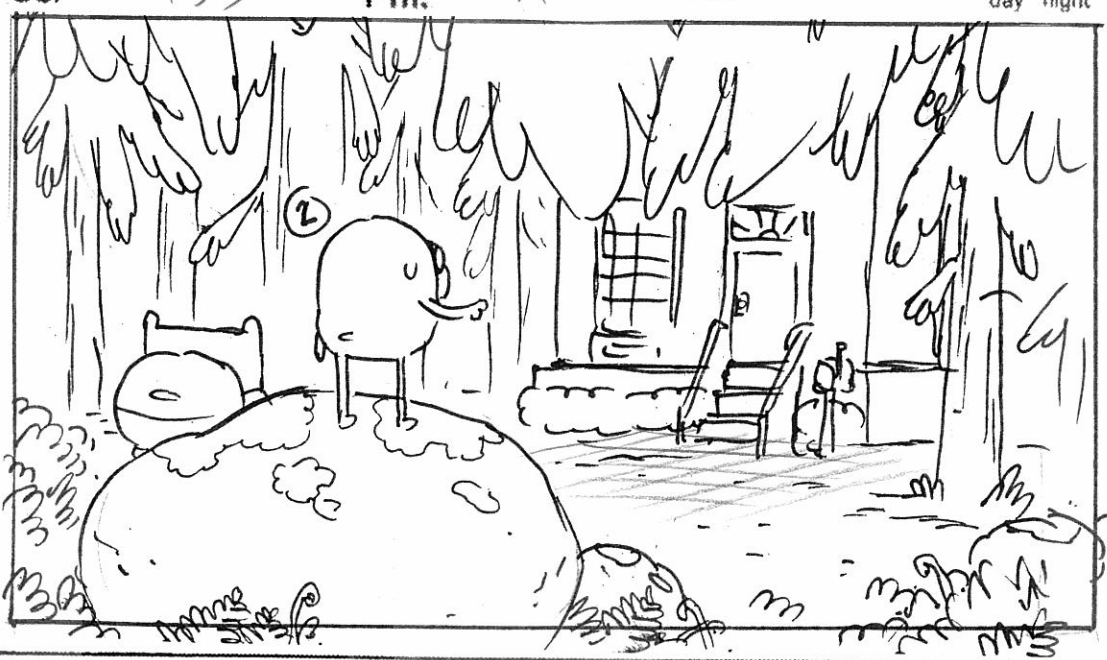
EPISODE #

Production :

Sc. 132 Pnl. A Bg. day night



Sc. 133 Pnl. A Bg. day night



Dialog:	(J:) Yeah man, the nose knows.	(J:) I smelled him go in there, →
Action:		
Timing:		

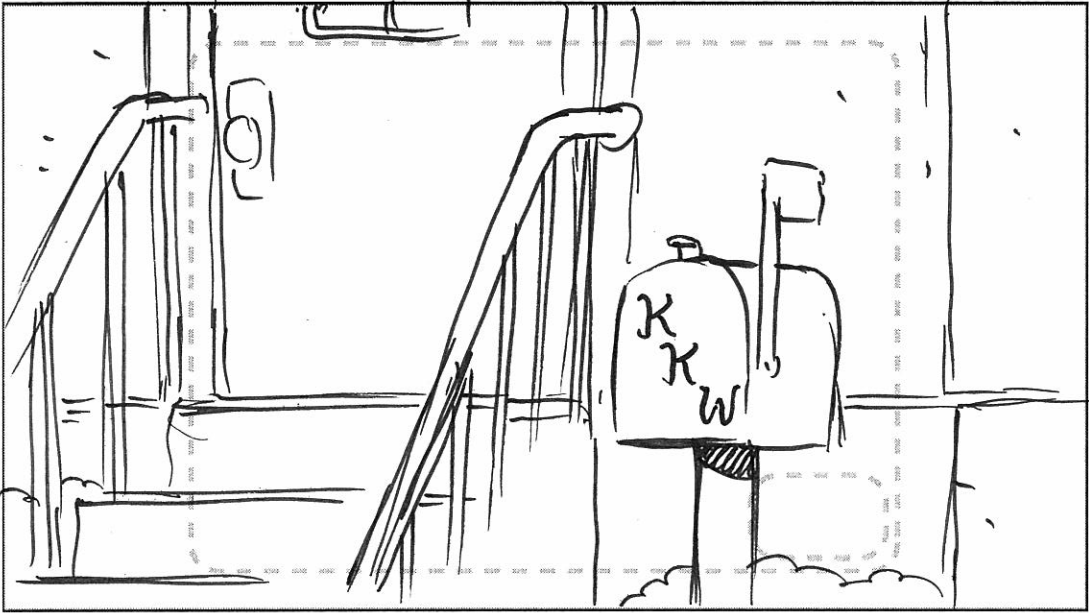


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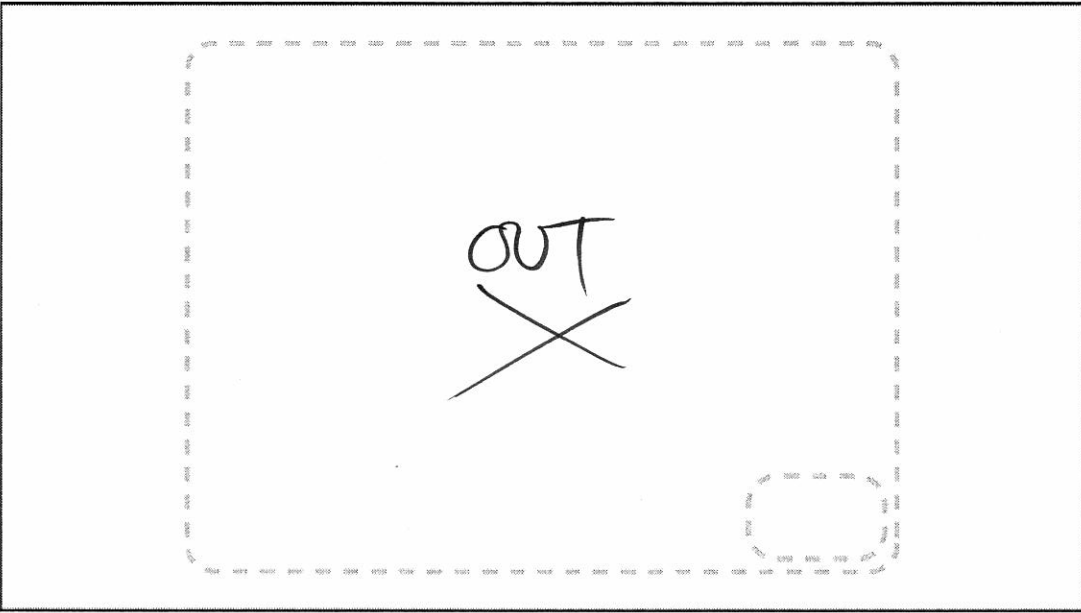
ADVENTURE TIME



Sc. 134 Pnl. A Bg. day night



Sc. Pnl. Bg. day night

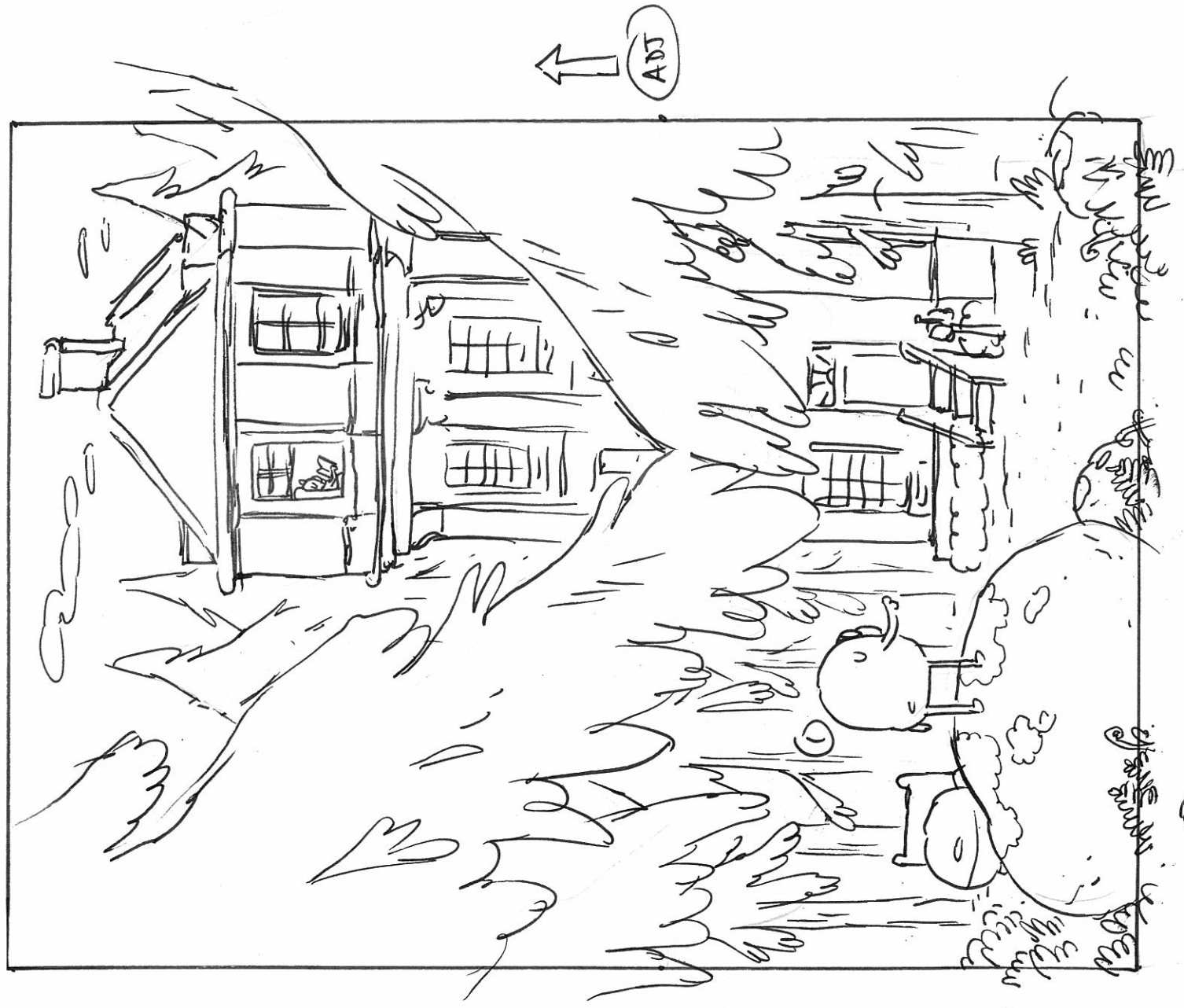


Dialog:	- BEAT -
Action:	
Timing:	

EPISODE # 1025-173
Production :



Sc. 135 Pnl. A Bg.



(J) (2) → and then I smelled him go up there.

ADVENTURE TIME



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Sc. 136 Pnl. A Bg. day night



Sc. 137 Pnl. A Bg. day night



Dialog:

SKX: * flip *

(F:) Whoa, Kim Kil Wan is rich like wow, like: hello, what?

Action: - kil wan turns page of book.



Timing:

Production :

EPISODE #

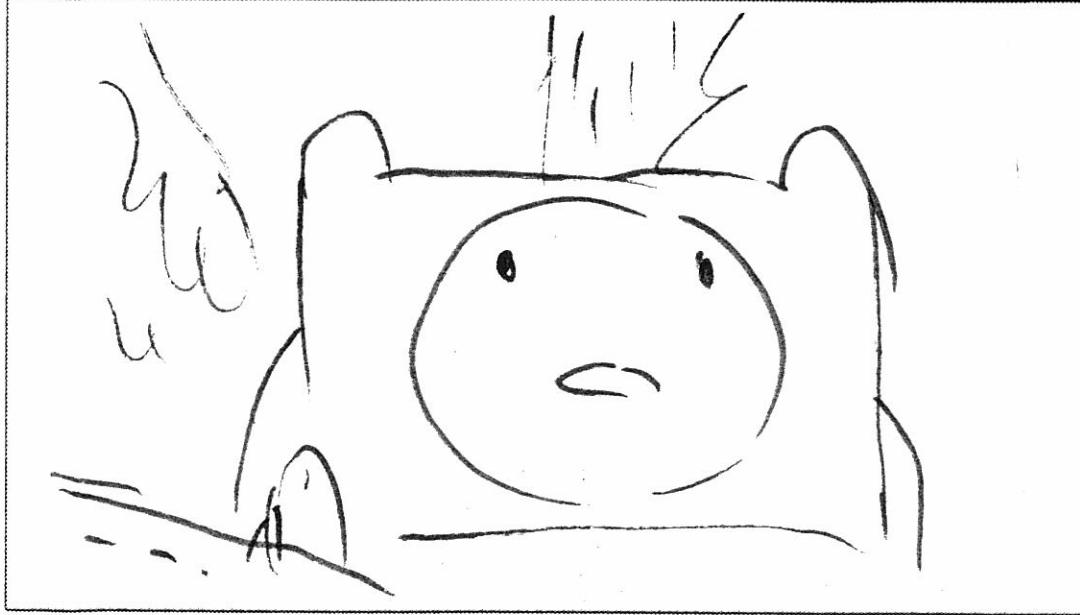
1025-173

ADVENTURE TIME

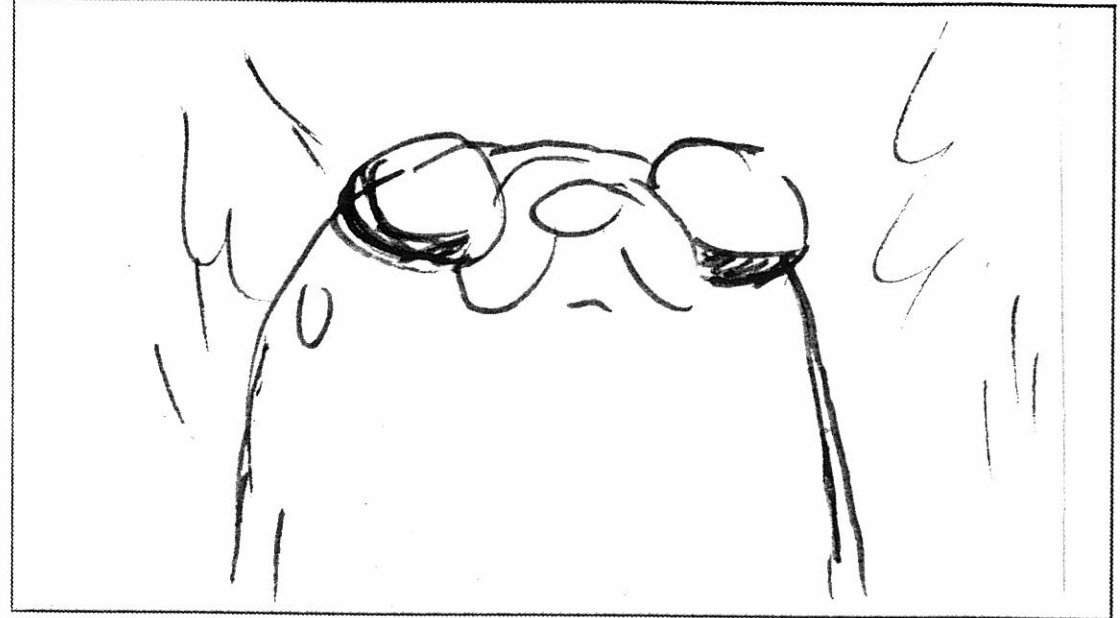


Page 189

Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:

(F) But if he doesn't
need our money...

(F) (OS): what DOES
he need....?

Action:

Timing:

EPISODE # 1025-173

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

WIPE
off

~~OUT~~

Dialog:
Action:
Timing:

EPISODE #

Production :

1025-173

ADVENTURE TIME



Sc. 139

Pnl. A

Bg.

day night

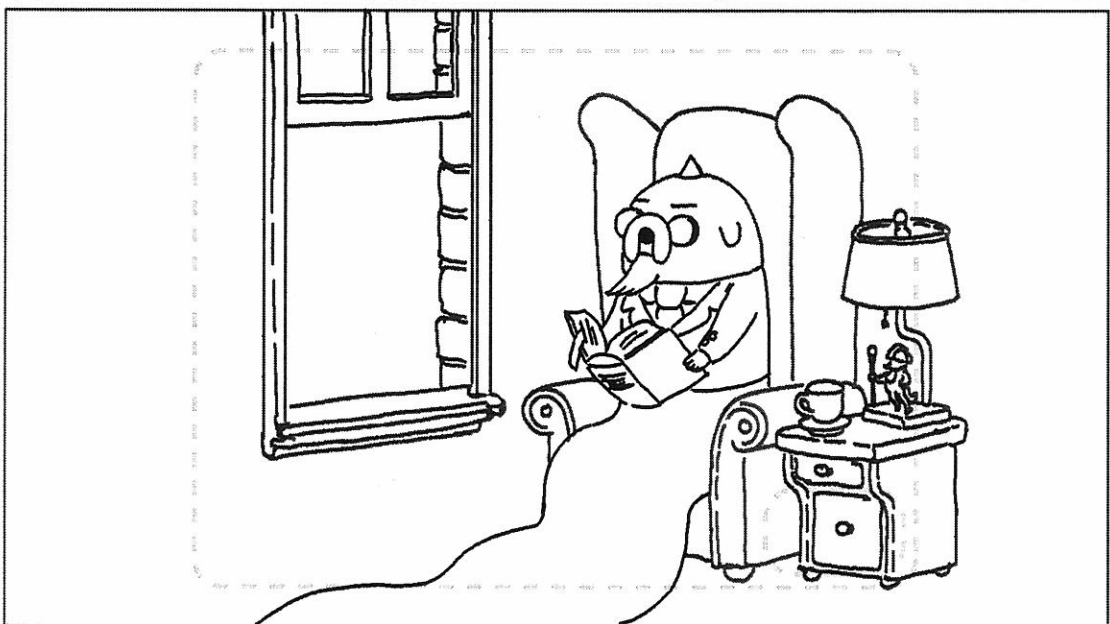


Sc. 139.

Pnl. B

Bg.

day night



Dialog: O.S & DISTANT

Q/ THAT'S HIM ON THE
THIRD FLOOR.

Action: E/ THROW PEBBLES AT THE GLASS
TO GET HIS ATTENTION.

Timing:

1025-173

EPISODE #

Production :

ADVENTURE TIME

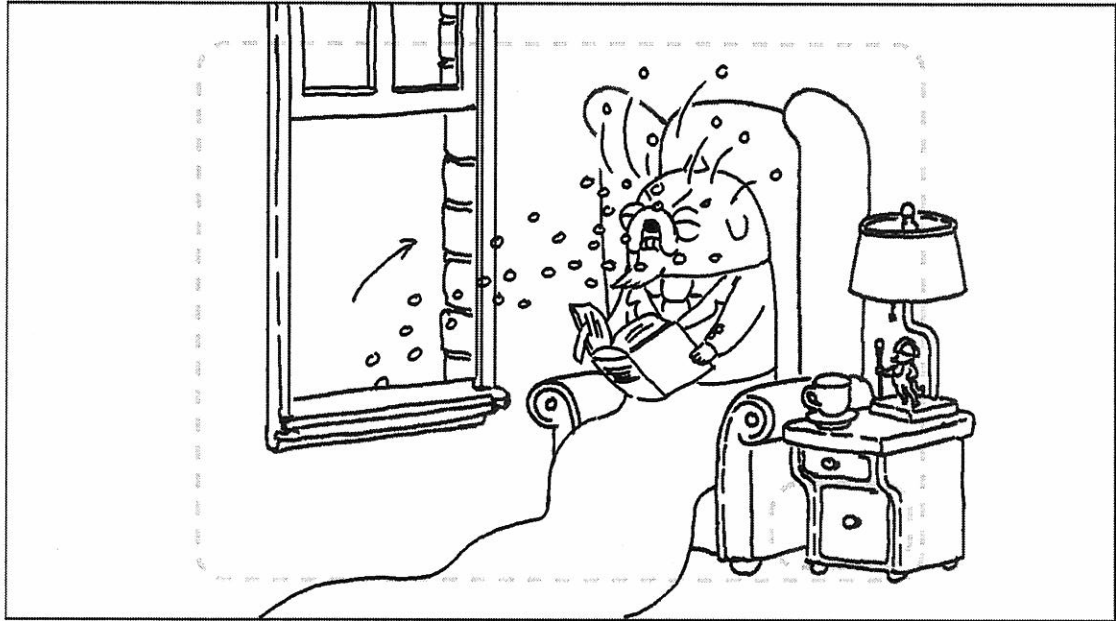


Sc. 139

Pnl. c

Bg.

day night

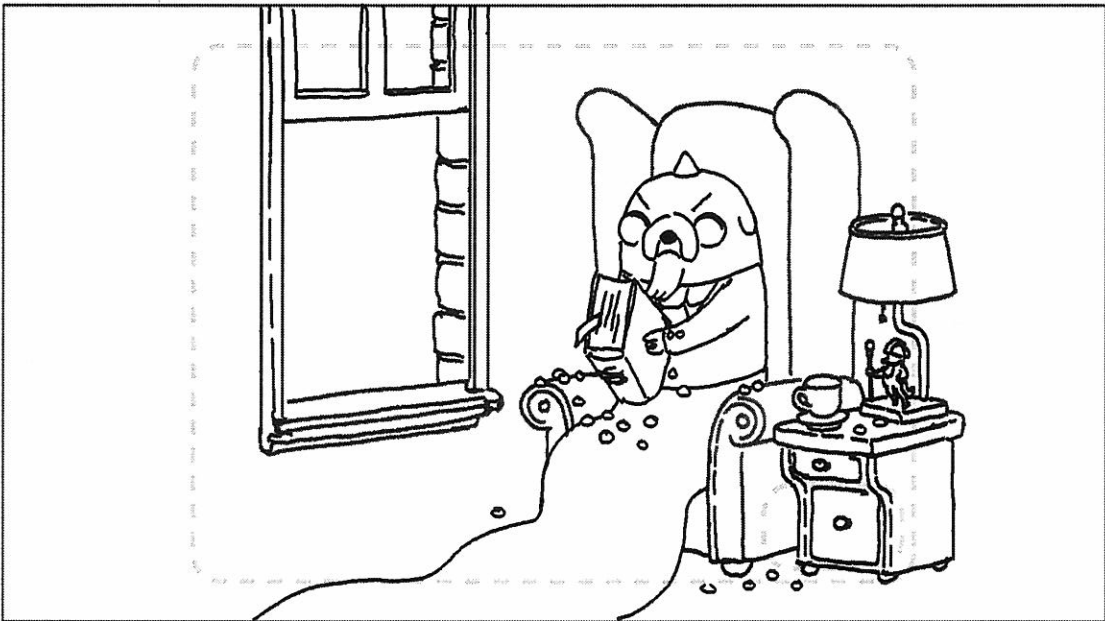


Sc. 139

Pnl. D

Bg.

day night



Dialog:	
Action:	PELTED WITH PEBBLES. CLOSSES BOOK
Timing:	

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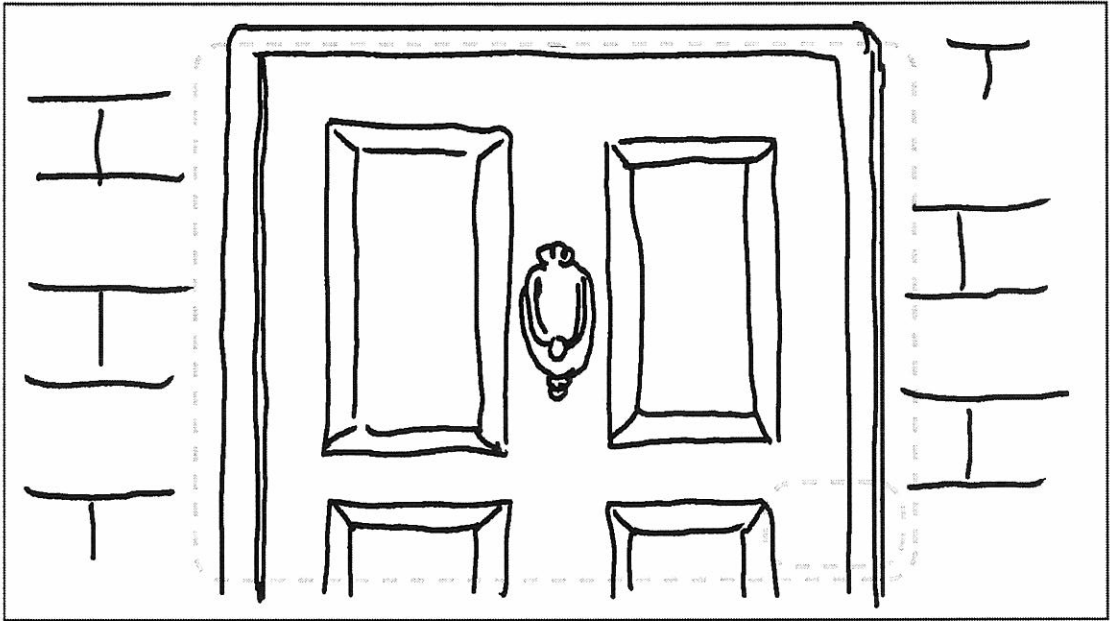
ADVENTURE TIME



Sc. 139 Pnl. E Bg. day night



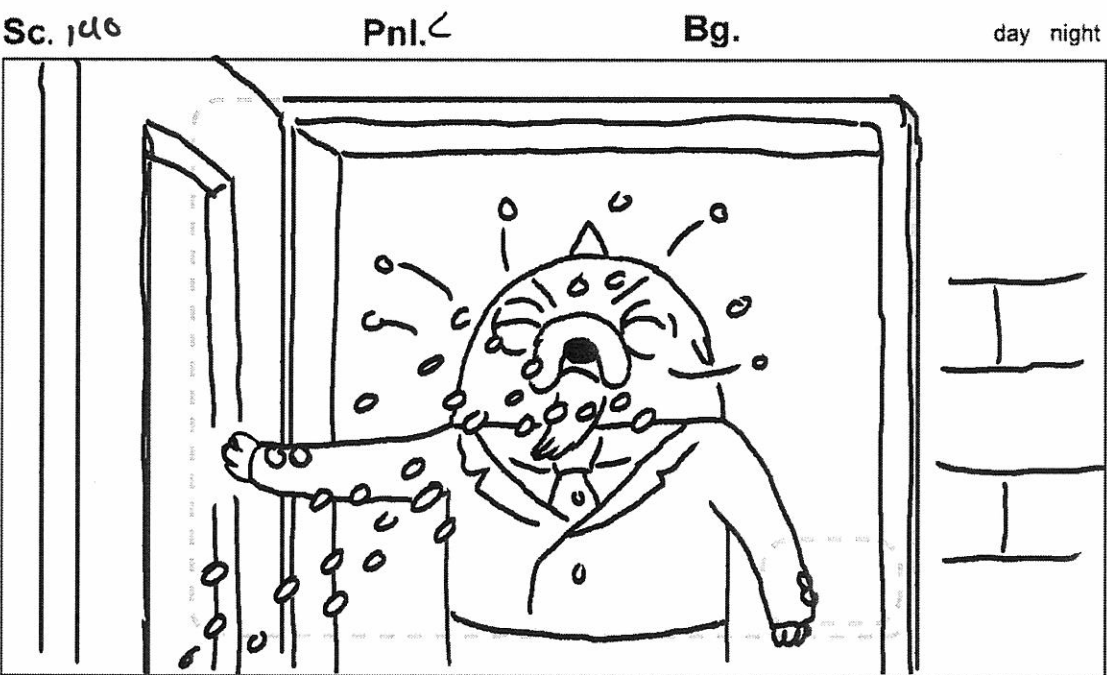
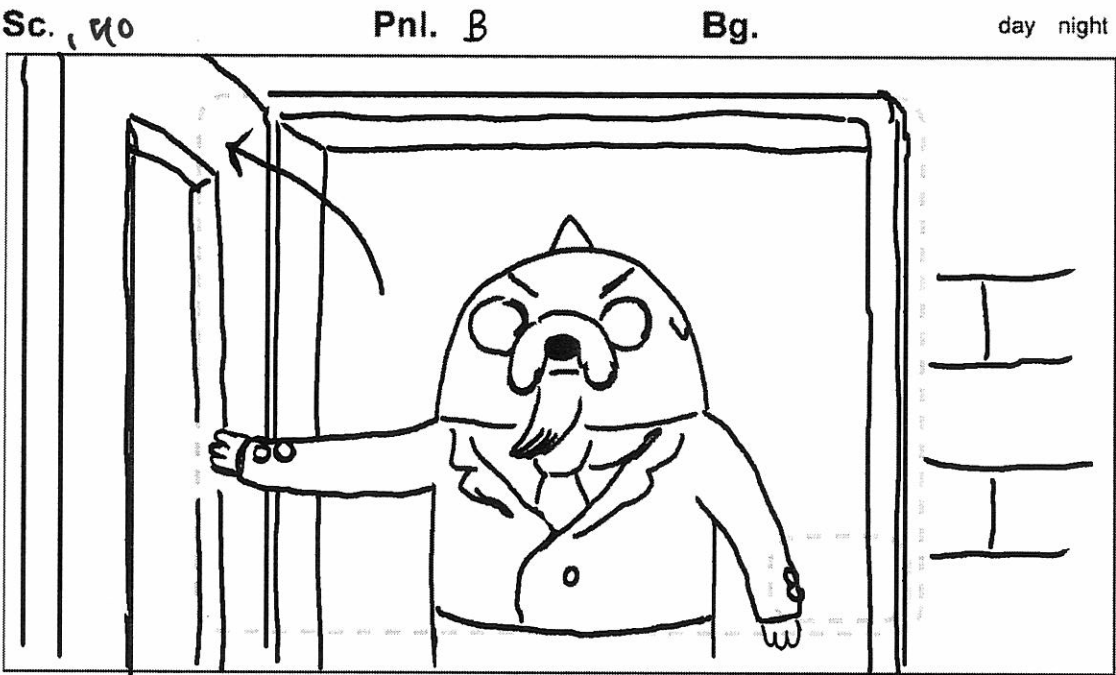
Sc. 140 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1025-173
Production :

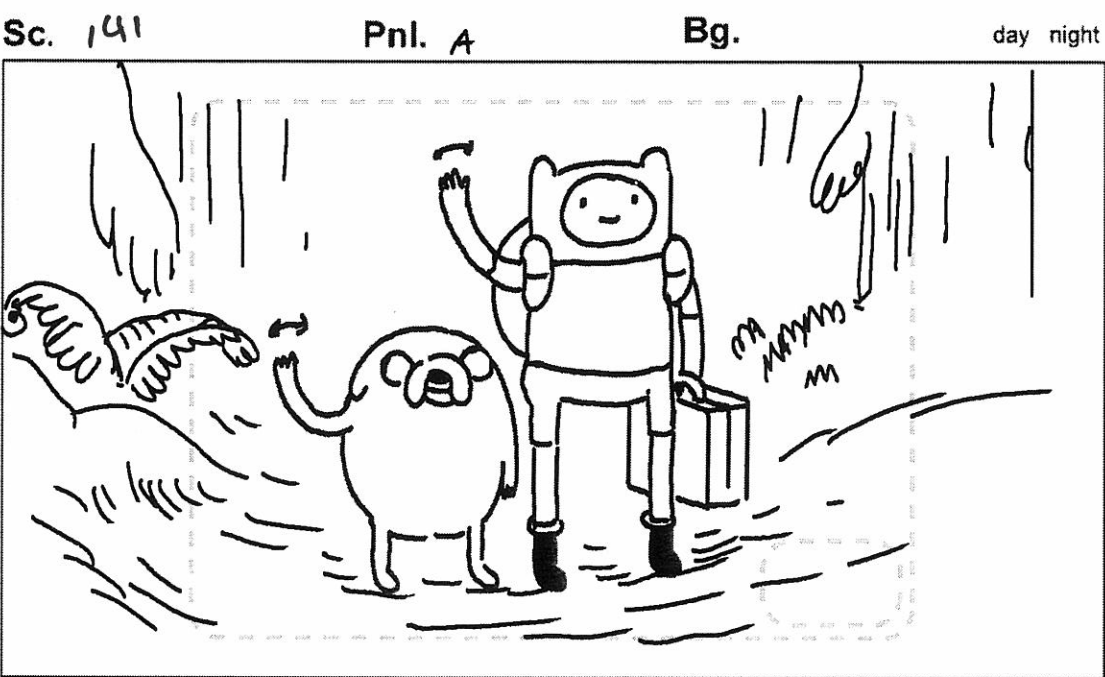
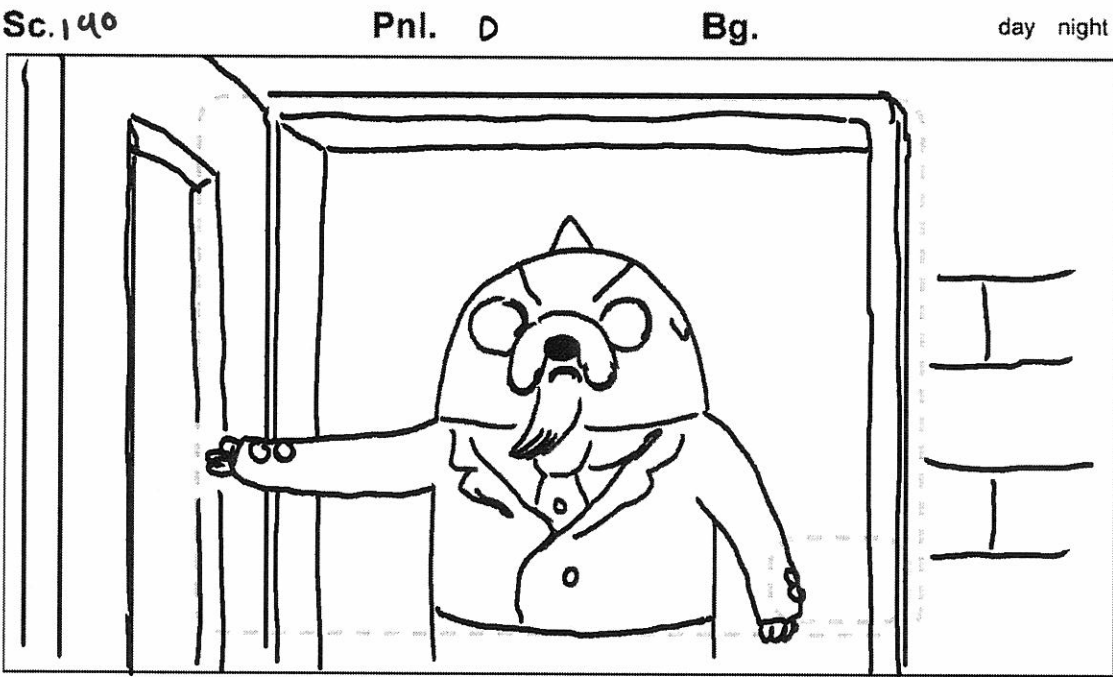
ADVENTURE TIME



Dialog:
Action:
Timing:

PELTED.

ADVENTURE TIME



Dialog:	©/ HEY SON!
Action:	
Timing:	

1025-173

EPISODE #

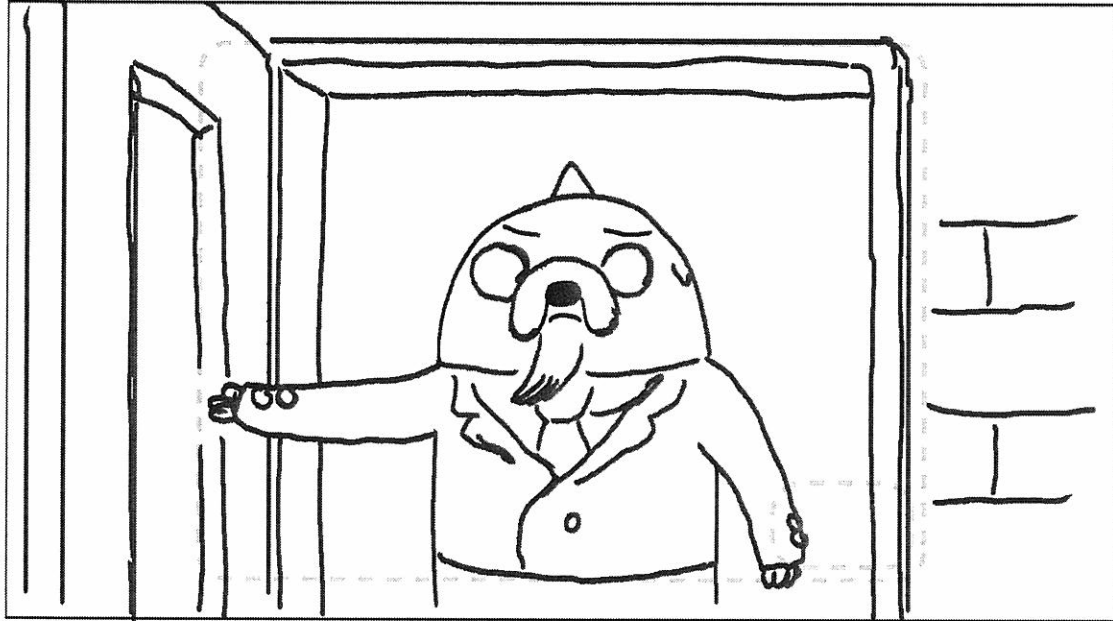
Production :

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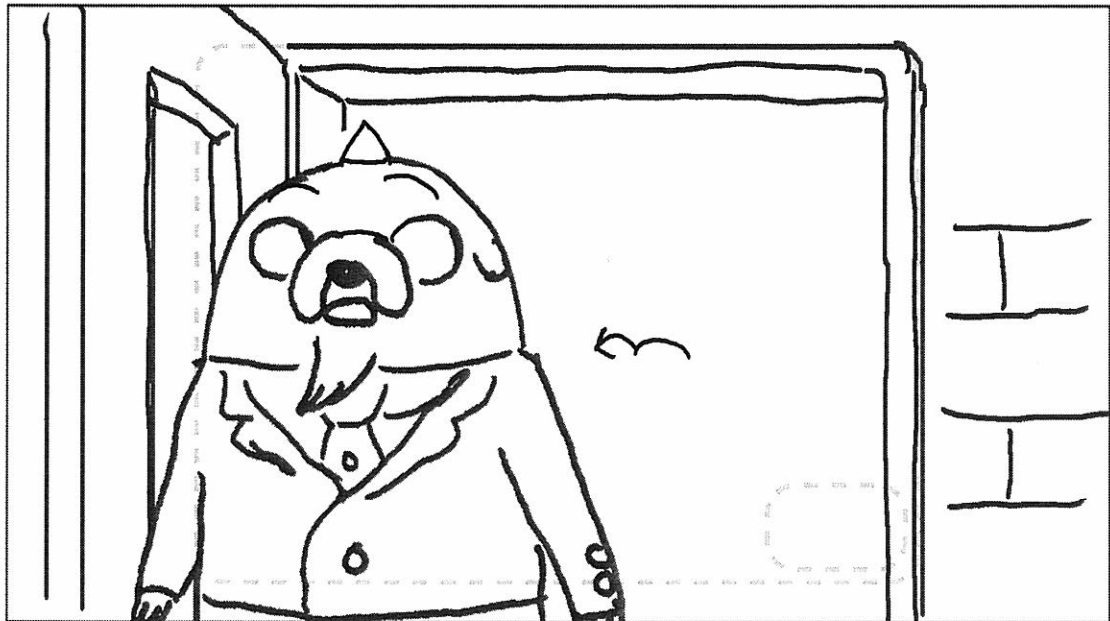
ADVENTURE TIME



Sc. 142 Pnl. D Bg. day night



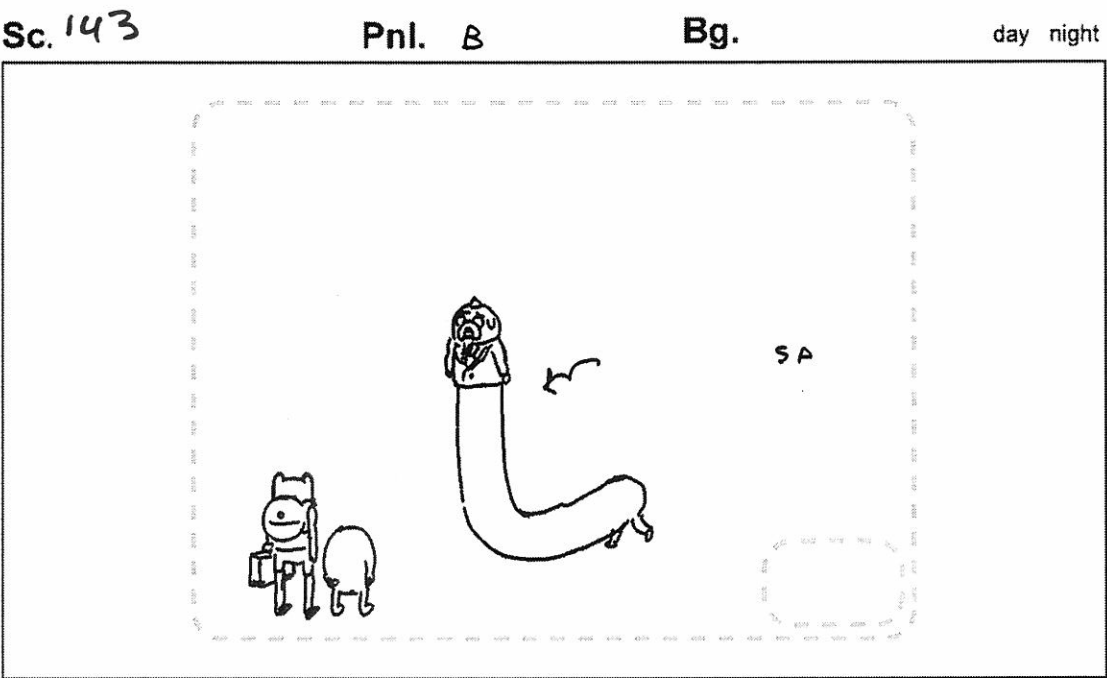
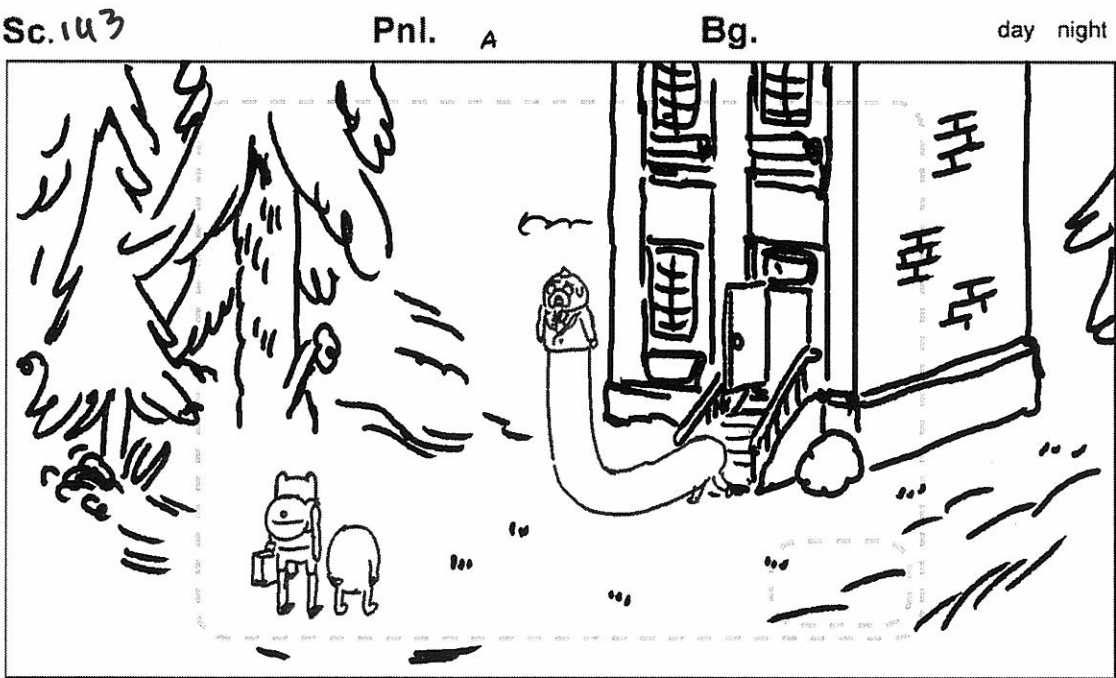
Sc. 142 Pnl. E Bg. day night



Dialog:
(KKLW) / DAD? WHAT'RE YOU
Action:
Timing:

1025-173
EPISODE #
Production :

ADVENTURE TIME

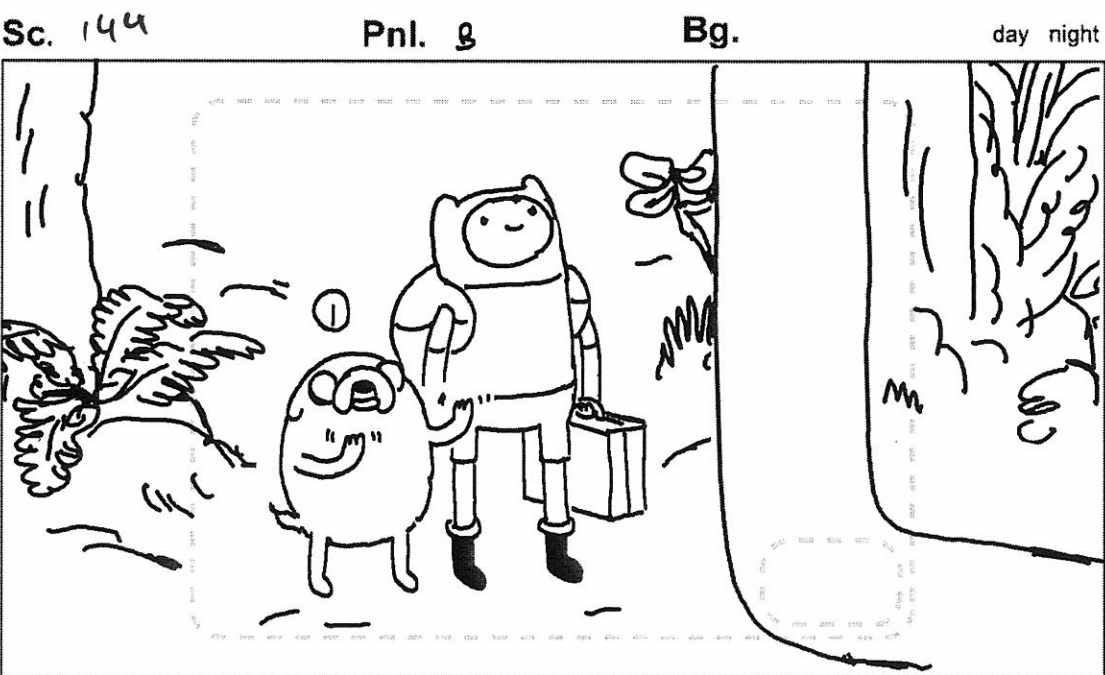
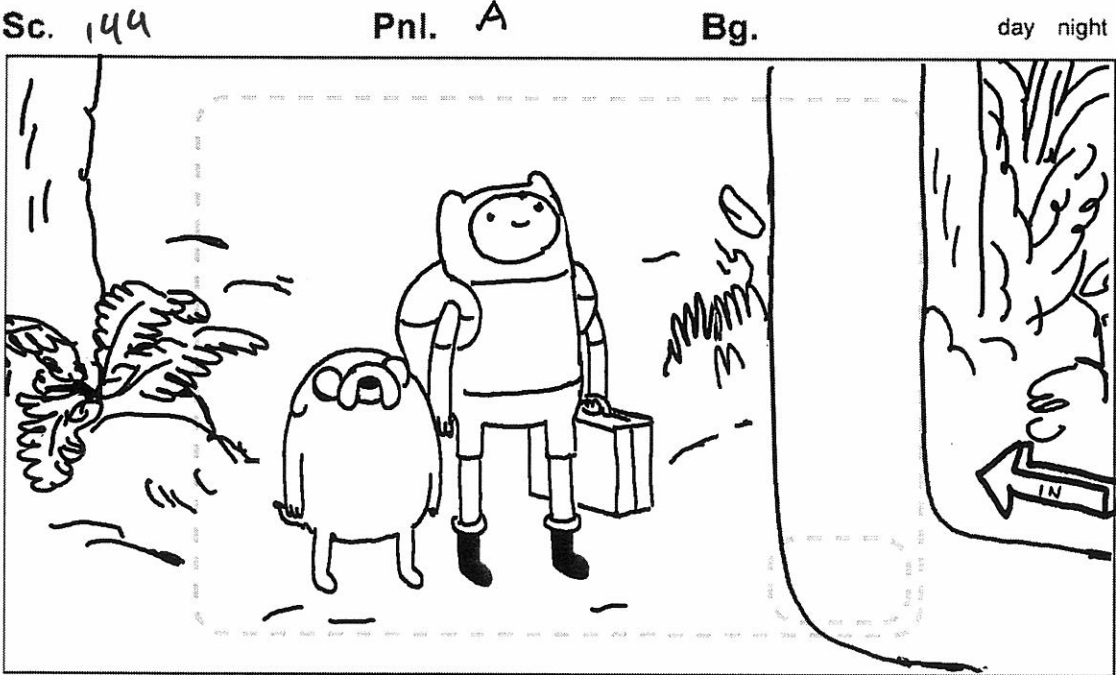


Dialog:
(KKW) / (CONT) DOING HERE? SHOULDN'T -
Action:
Timing:

EPISODE # 1025-173

Production :

ADVENTURE TIME



Dialog:	<p>(KKW) - YOU BE AT WORK?</p> <p>① YEAH YEAH, YEAH, YEAH, NO. ② I NEVER EVEN LOOKED FOR A JOB.</p>
Action:	
Timing:	

EPISODE # 1025-173

Production :

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ADVENTURE TIME

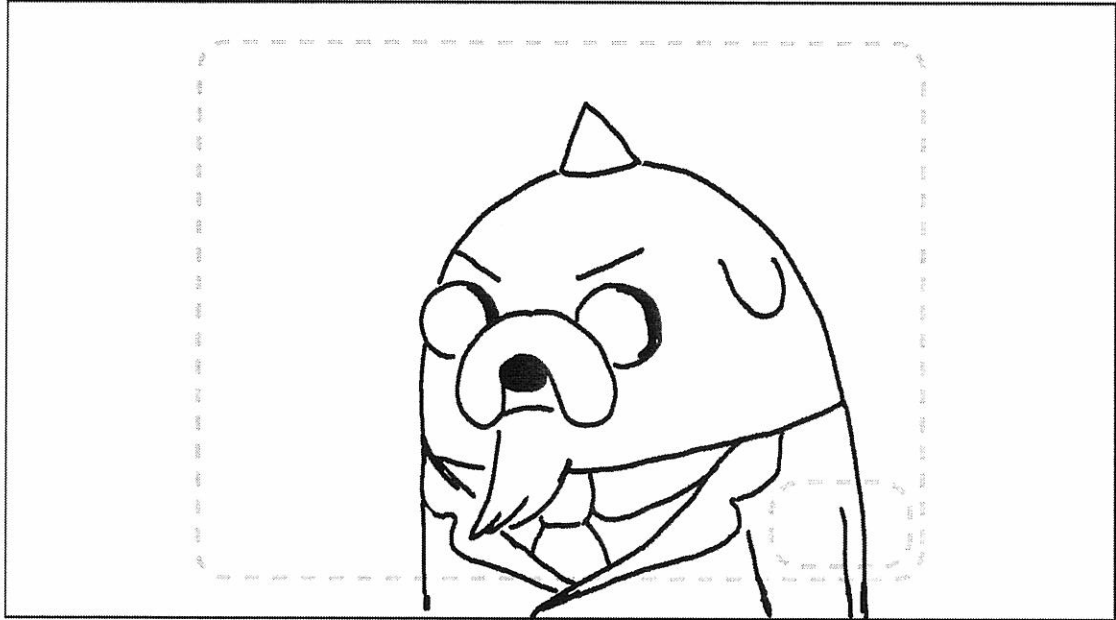


Sc. 149

Pnl. A

Bg.

day night

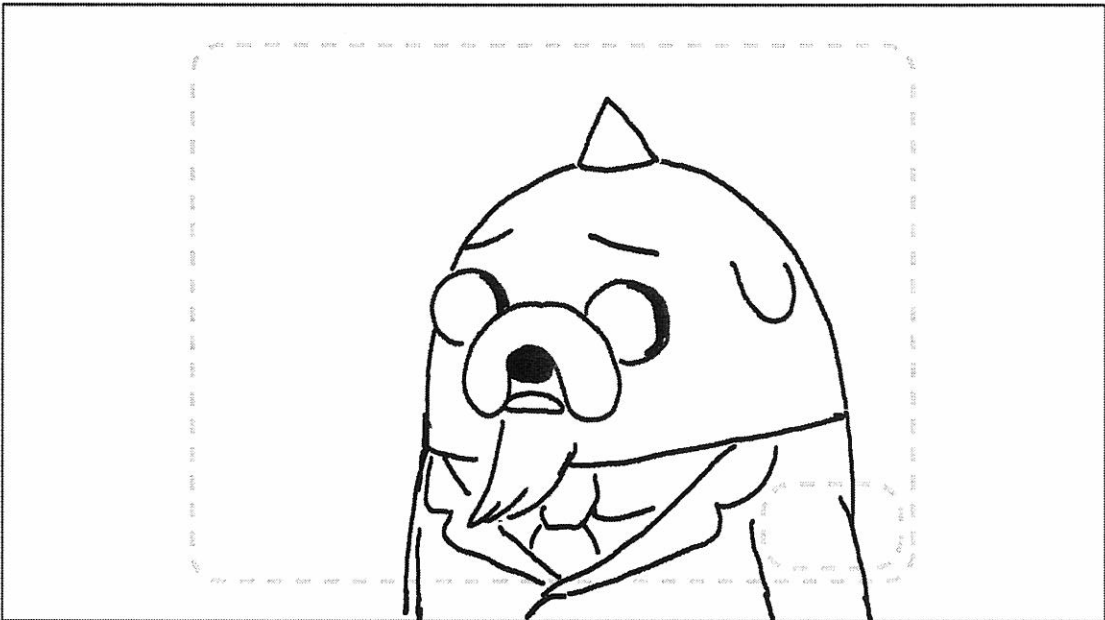



Sc. 149

Pnl. B

Bg.

day night



Dialog:	
	 REALLY?
Action:	
Timing:	

1025-173
EPISODE #
Production :

ADVENTURE TIME

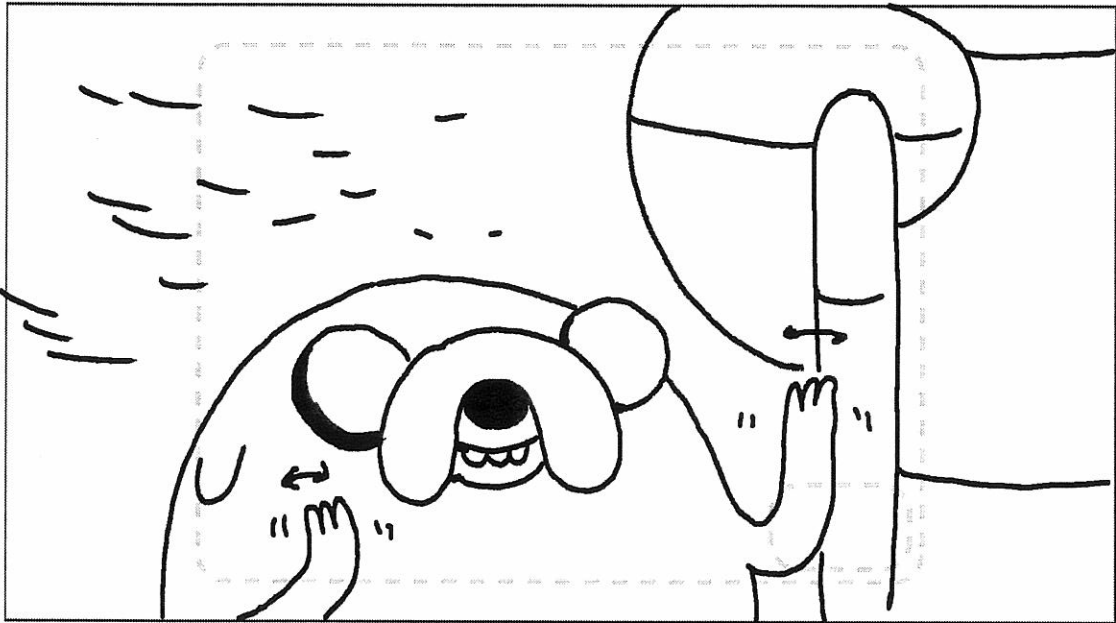


Sc. 146

Pnl. A

Bg.

day night

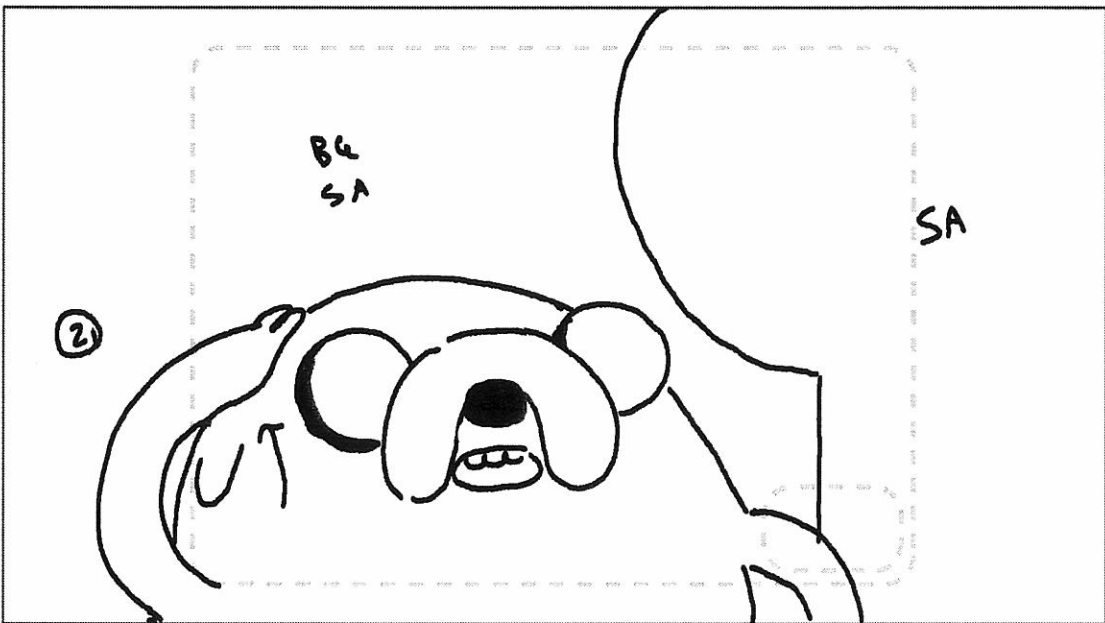


Sc. 146

Pnl. B

Bg.

day night



Dialog:

① BUT IT'S COOL, IT'S COOL.

Action:

Timing:

② I WAS THINKING ABOUT YOU
BUYIN' OUR TREEHOUSE.

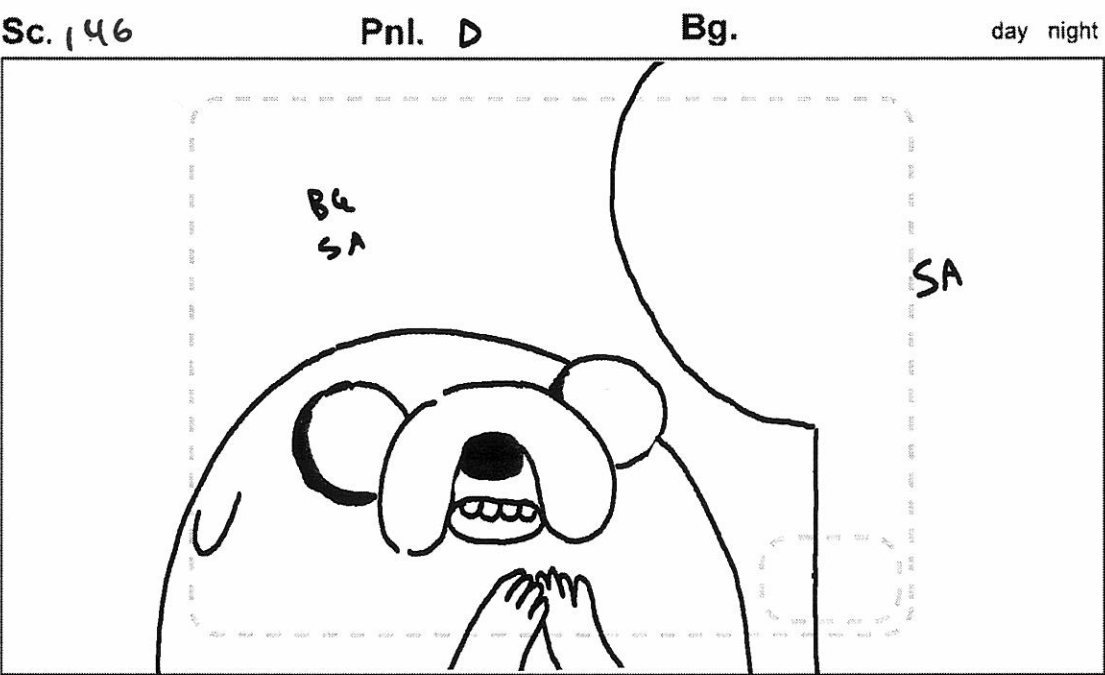
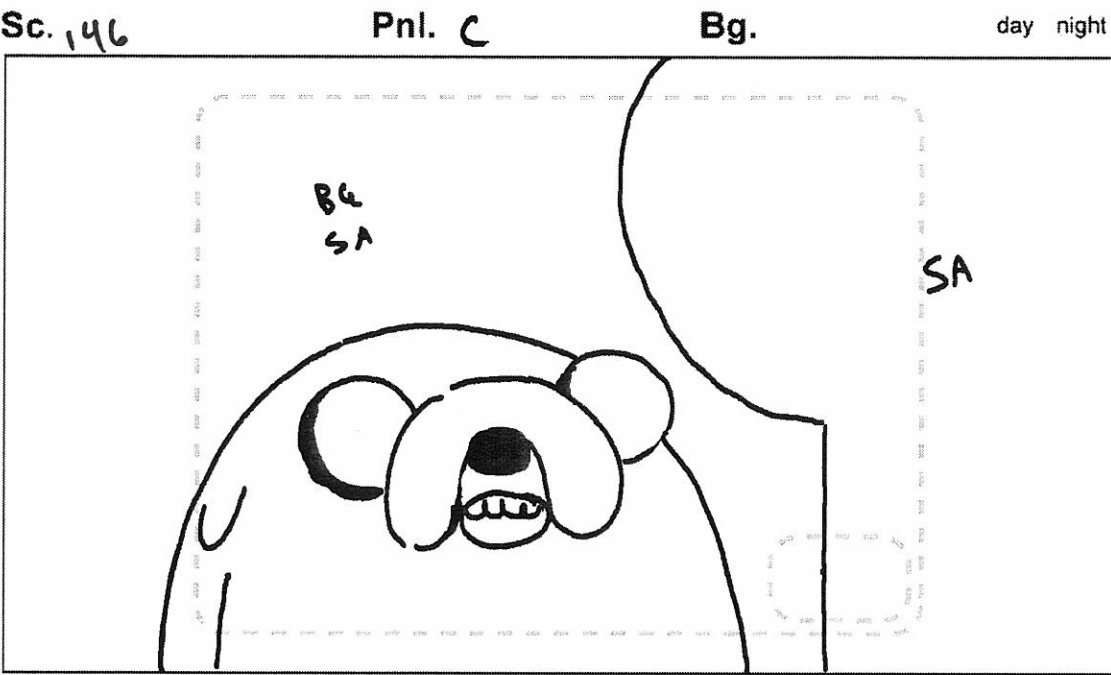


1025-173

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
Q/ I FIGURED OUT THAT YOU DON'T NEED OUR MONEY, SO MAYBE YOU'D CONSIDER MY -	@/ <u>COUNTER OFFER:</u>
Action:	
Timing:	

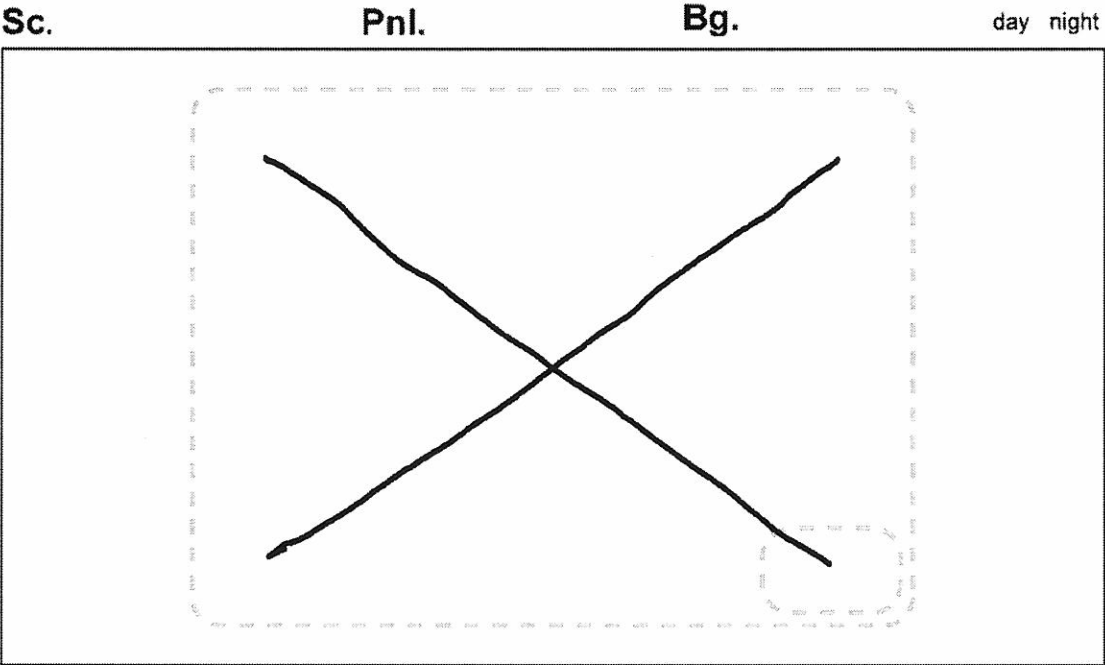
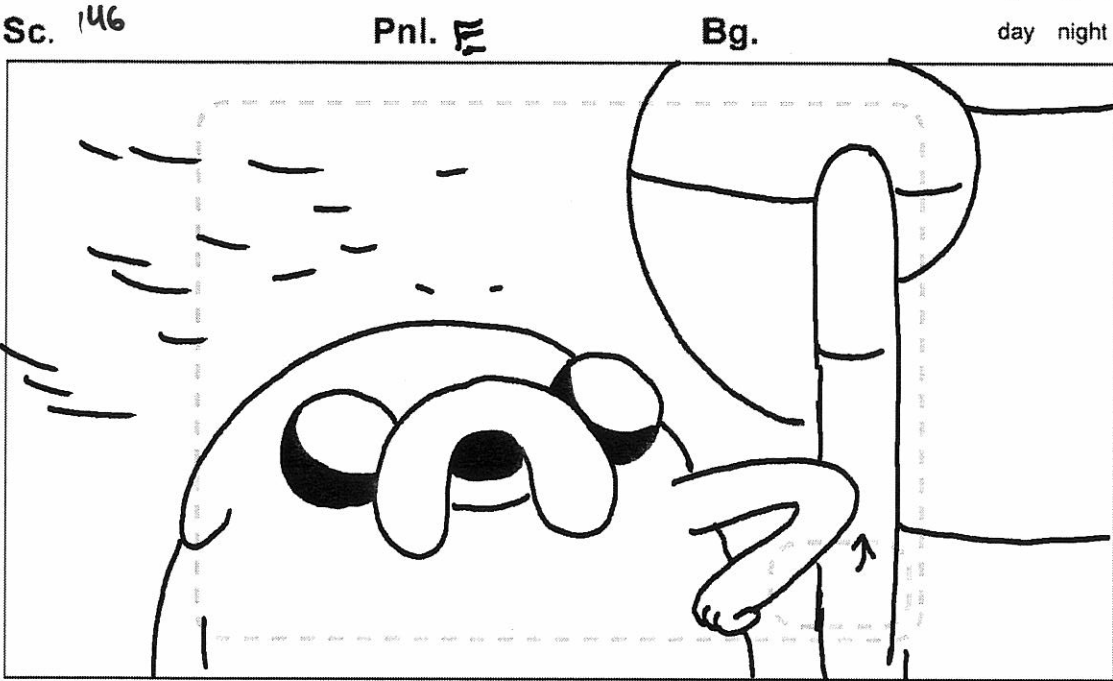
1 U25-173

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action: NUDGES FINN.
Timing:

EPISODE # 1025-173
Production :



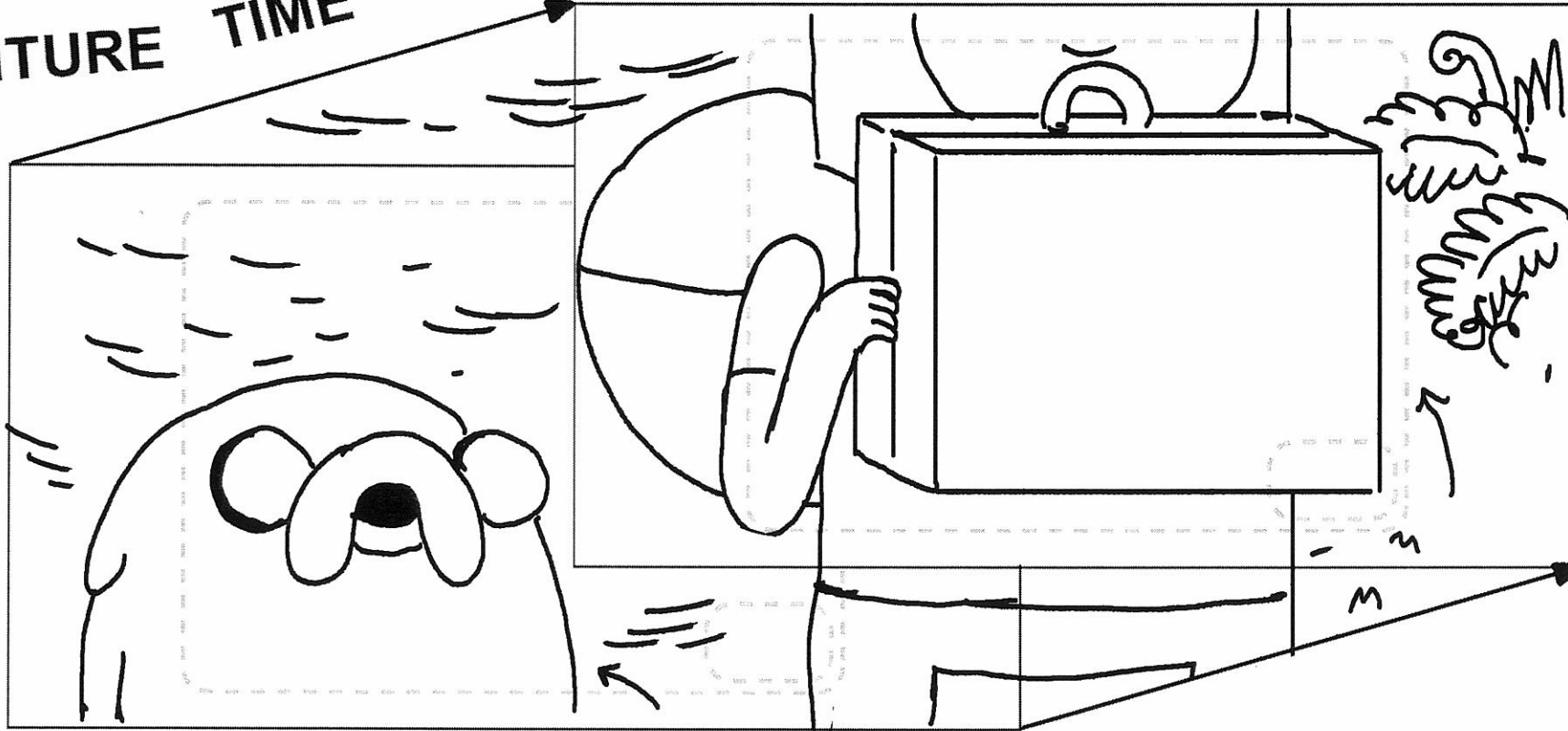
ADVENTURE TIME

Sc. 146

Pnl. F

Bg.

day night



Page 203

EPISODE #

1025-173

Production :

Dialog:

(FX) / "BRIEFCASE UNLOCK NOISE"

Action:

- BRIEFCASE UP.
(MAKE SURE JAKE'S NOT IN PNL. F AT ALL)

Timing:

ADVENTURE TIME

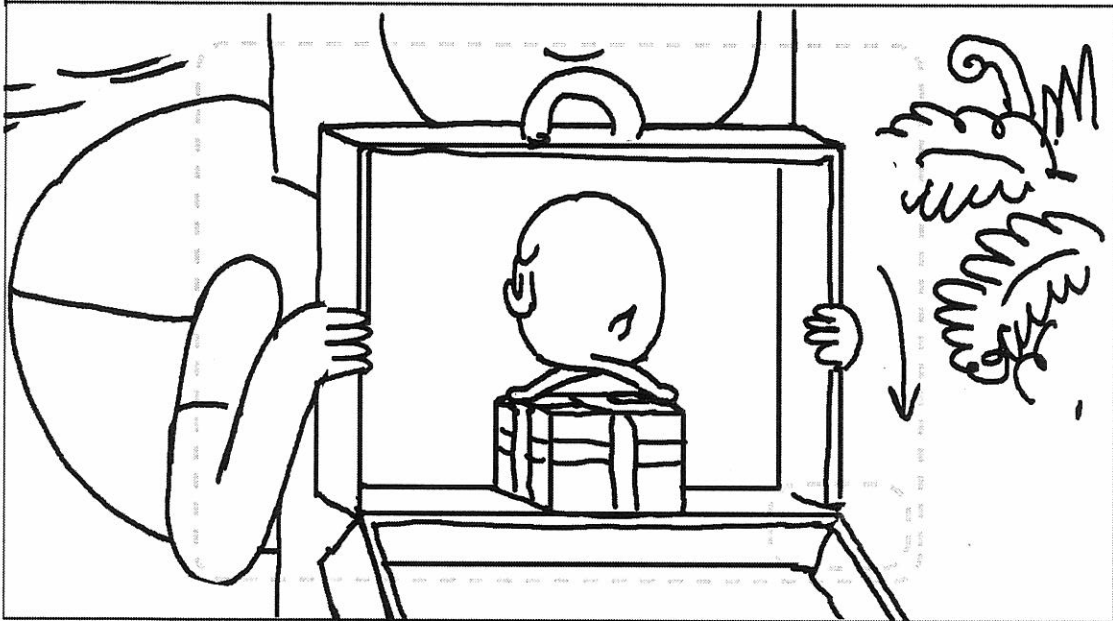


Sc. 146

Pnl. G

Bg.

day night

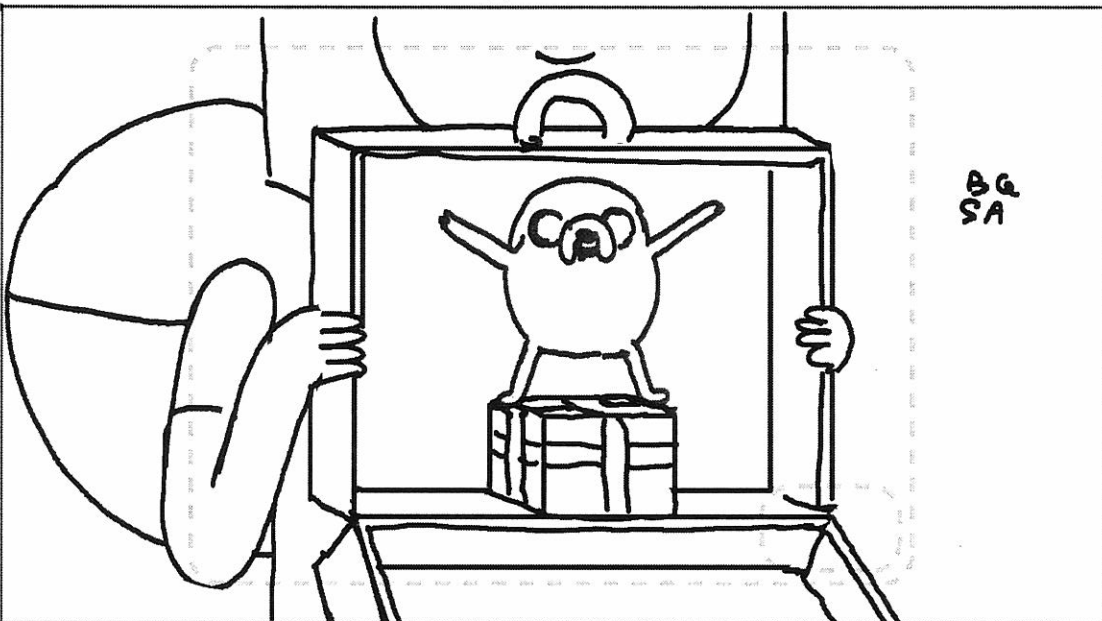


Sc. 146

Pnl. H

Bg.

day night



Dialog:	
	(SFX) / CHUCK
Action:	
Timing:	

① / FATHER LOVE!

ADVENTURE TIME



Sc. 146

Pnl. I

Bg.

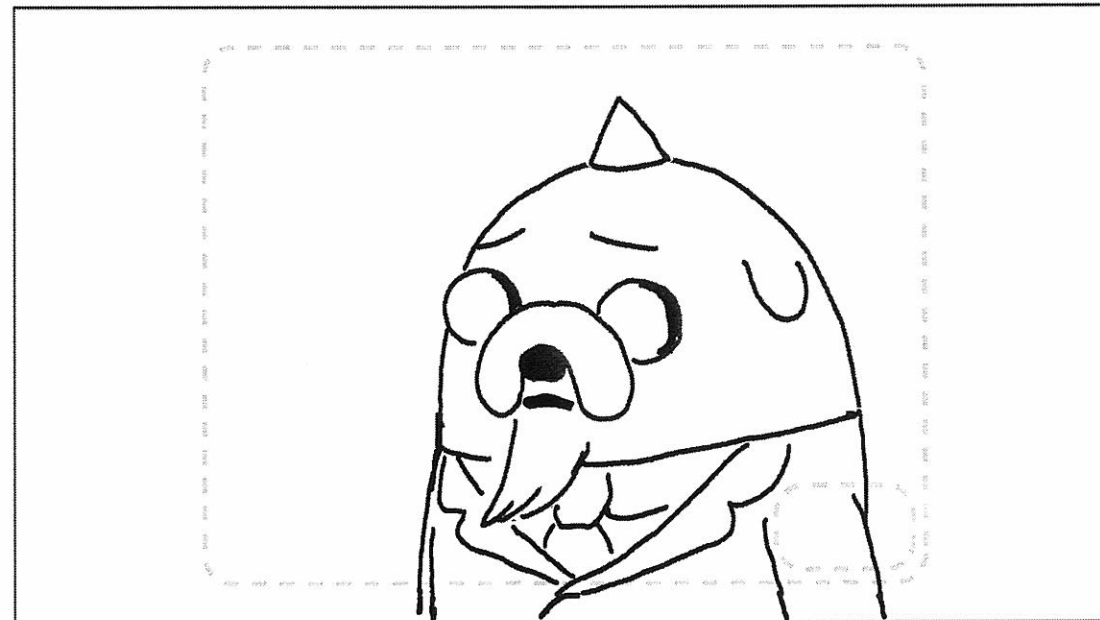
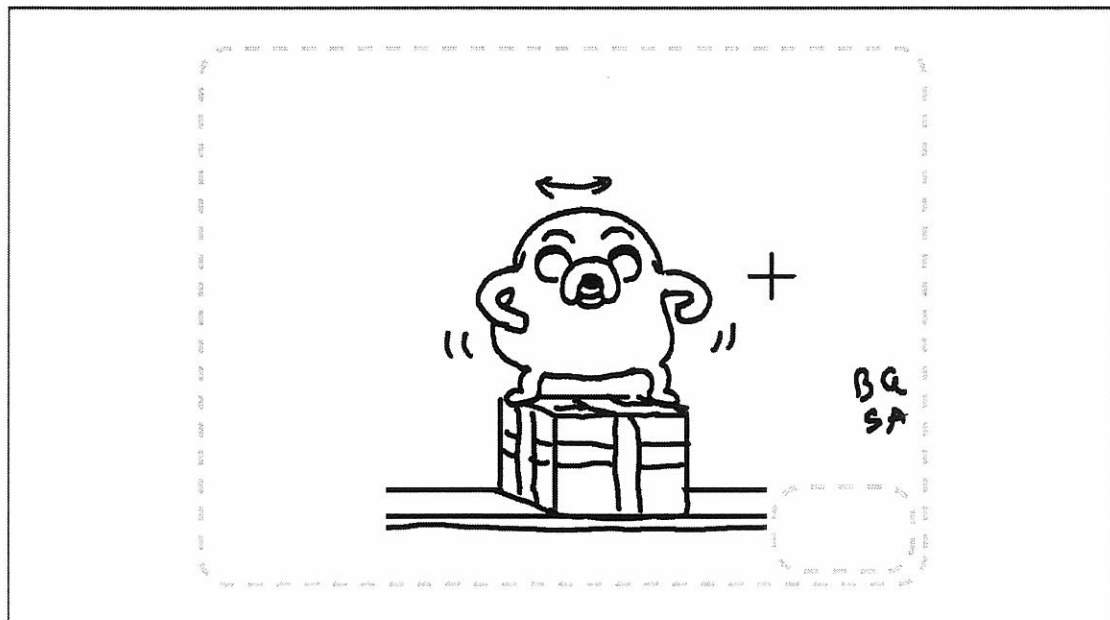
day night

Sc. ~~FILE~~ 147

Pnl. A

Bg.

day night



Dialog: (A) (B C B C etc.)

⑨) I LUBYOUILUBYOUILUBYOUILUBYOUILUBYOUILUBYOUILUBYOUILUBYOU

Action:



Timing:

Ⓐ

②

©

CRUNCHED
JIGGLE D

④ (ANTIC)

BCBCBCBCBCBCBC

SUPER FAST!

1025-173

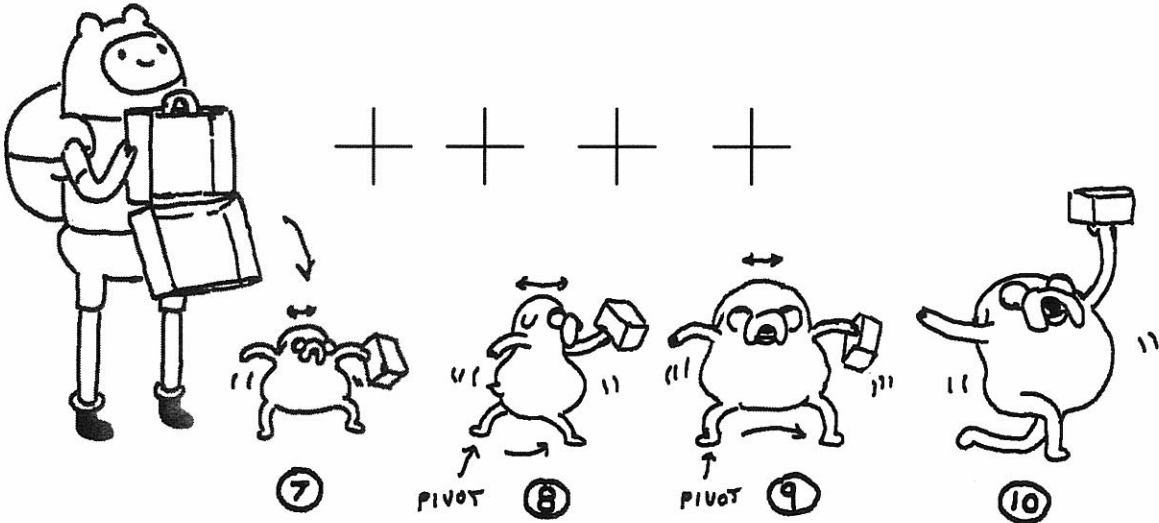
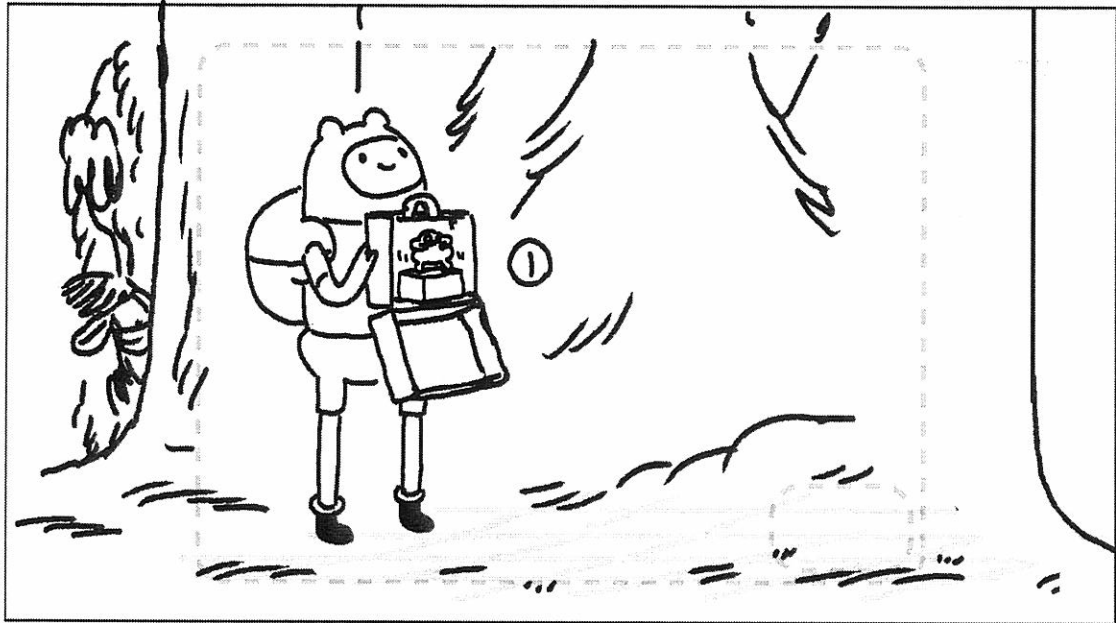
EPISODE #

Production :

ADVENTURE TIME



Sc. ~~147~~ 148 Pnl. A Bg. day night




Dialog:

①) I LUB YOU I LUB YOU I LUB YOU I LUB YOU I LUB YOU I LUB YOU I LUB YOU I LUB YOU

Action:

Timing:



AT EACH NUMBERED POSE JAKE DOES 4 WIGGLES, MATCHING HIS WIGGLING IN THE PREVIOUS SCENE.

1025-173

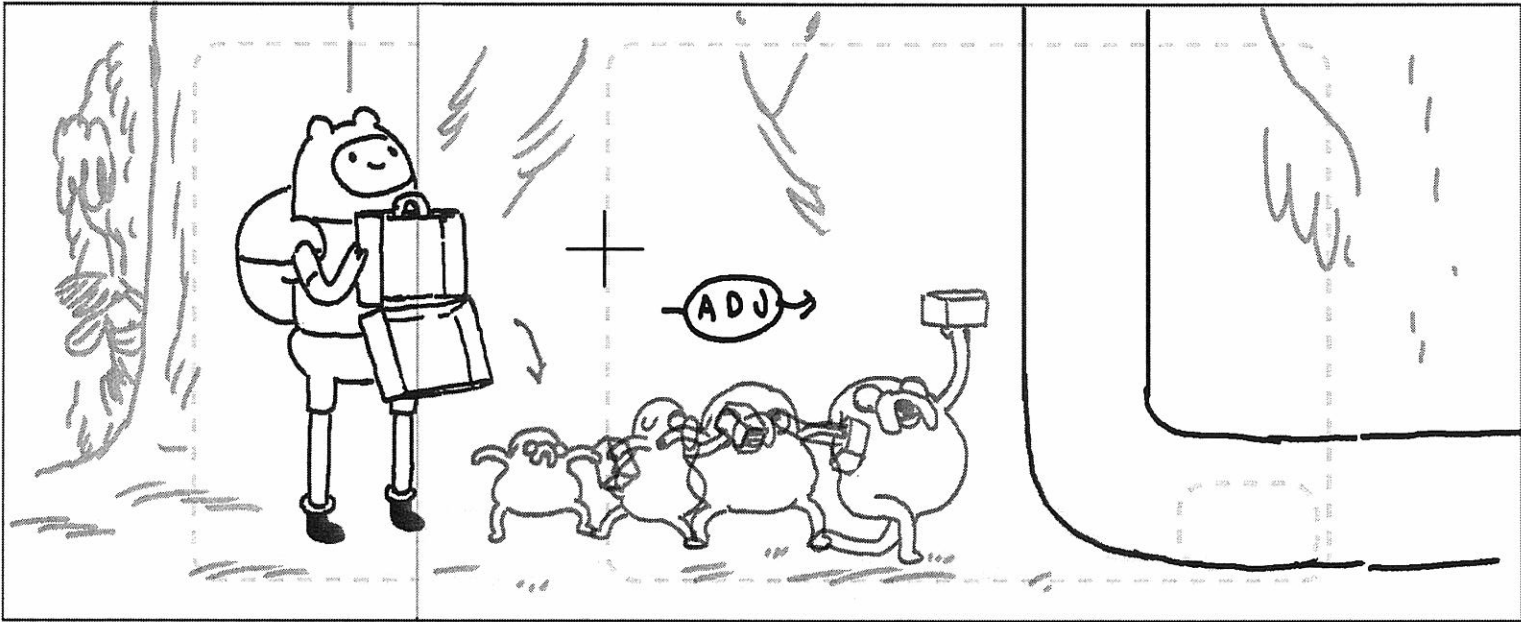
EPISODE #

Production :

ADVENTURE TIME



148



Dialog:
Action:
Timing:

REF.

1025-173
EPISODE #
Production :

ADVENTURE TIME



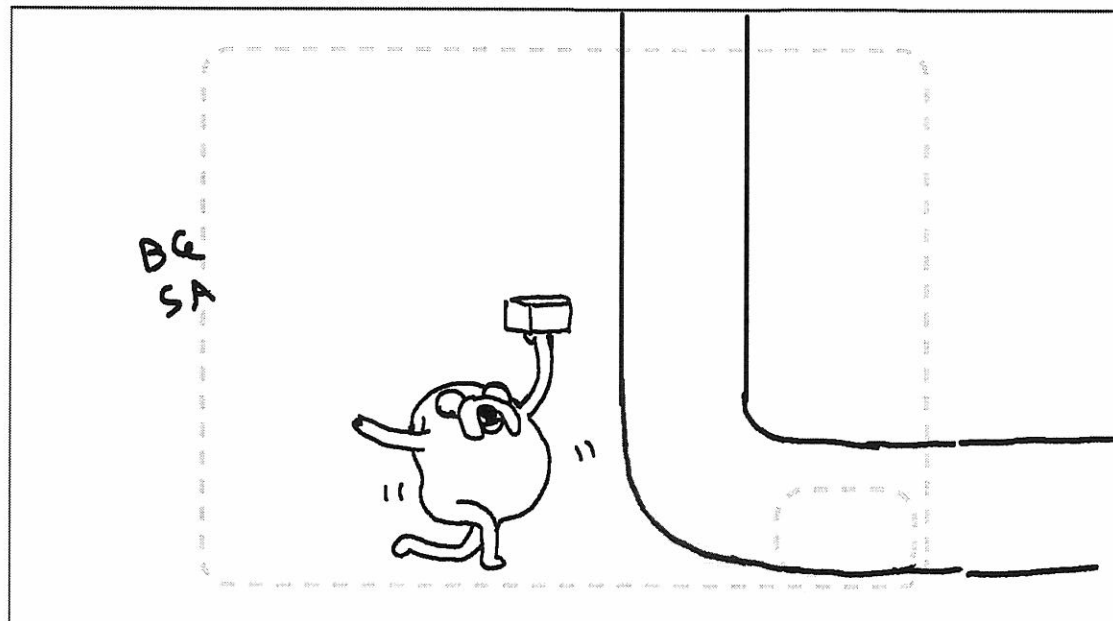
Page 208

Sc. 148

Pnl. B

Bg.

day night

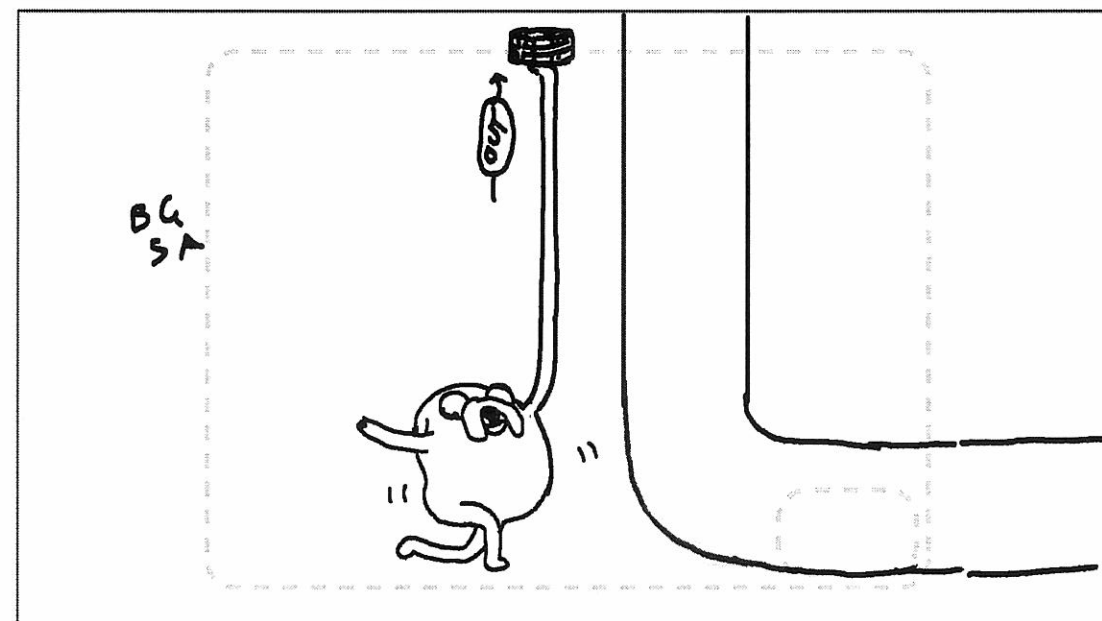


Sc. 148

Pnl.

Bg.

day night



Dialog:

LUBYOU I LUBYOU I LUBYOU I LUBYOU I LUBYOU I LUBYOU I LUBYOU I LUBYOU I LUBYOU-

Action:

UIGALING STILL.

Timing:

1025-173

EPISODE #

Production :

ADVENTURE TIME

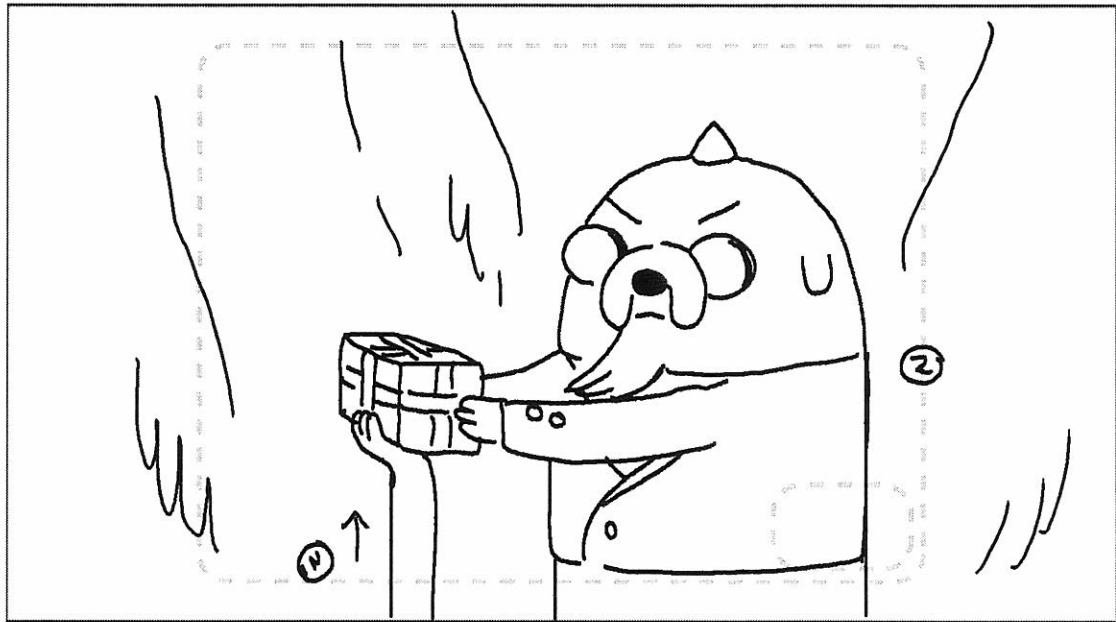


Sc. 149

Pnl. A

Bg.

day night

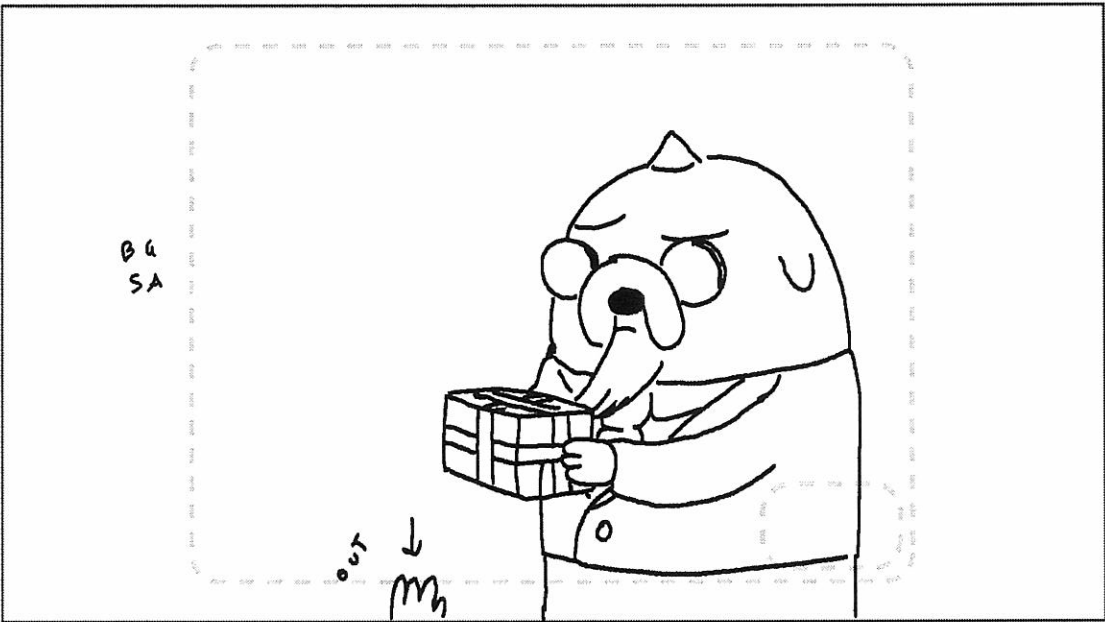


Sc. 149

Pnl. B

Bg.

day night



Dialog:

①/I L U B Y O U I L U B Y O U I L U B Y O U !

Action:

Timing:



1025-173

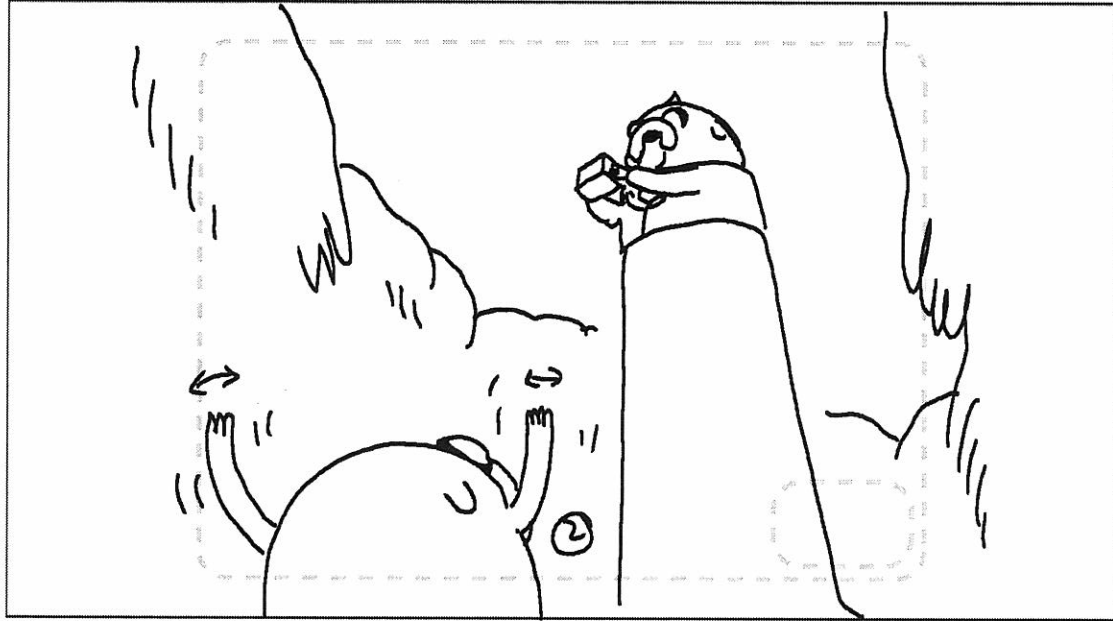
EPISODE #

Production :

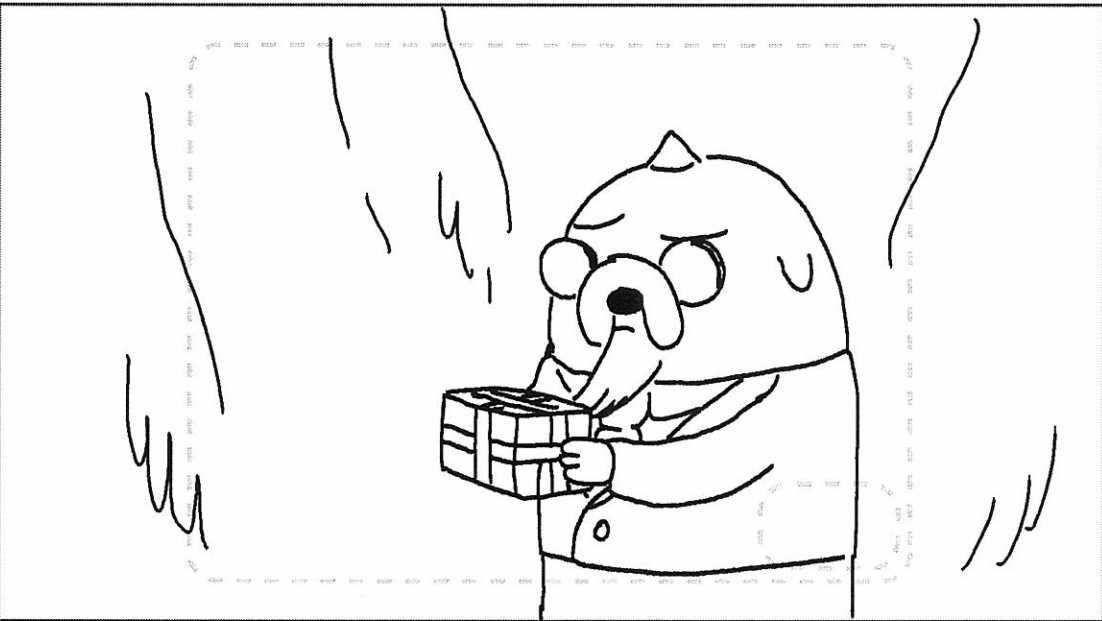
ADVENTURE TIME




Sc. 190 Pnl. A Bg. day night



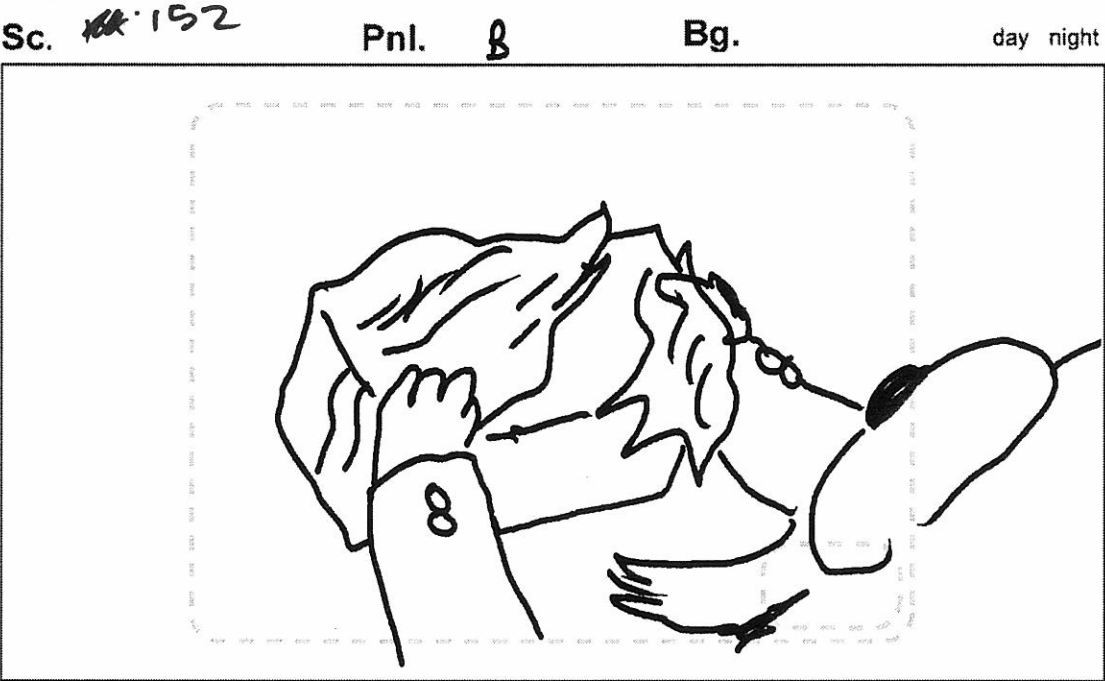
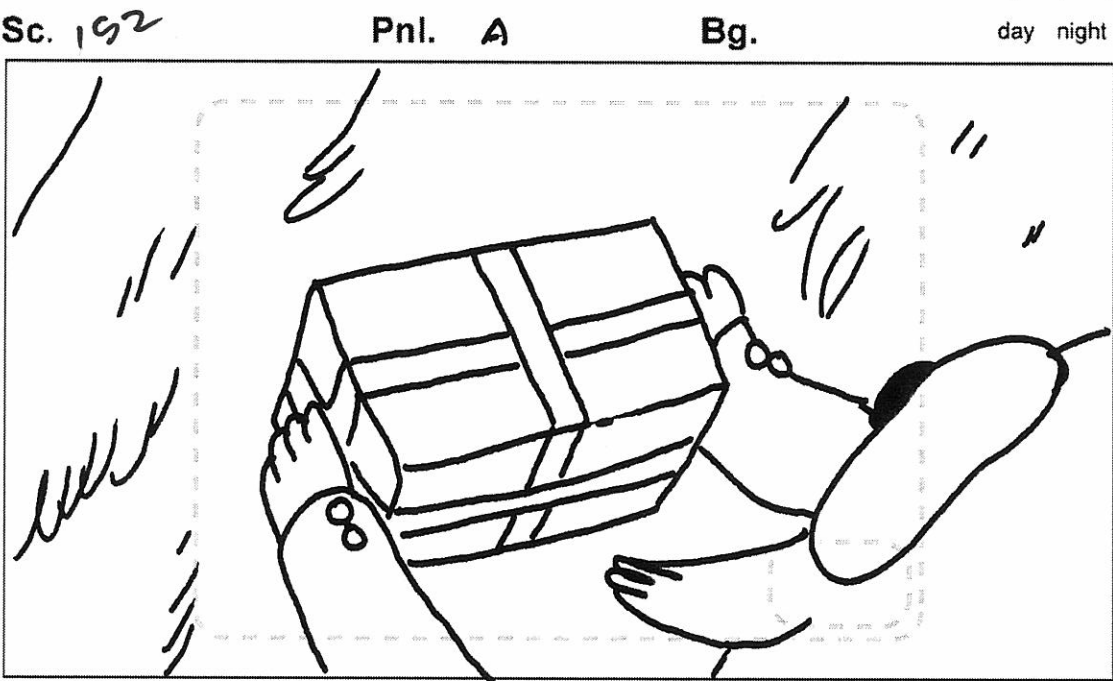
Sc. 191 Pnl. A Bg. day night



Dialog:	① / FATHER-LOVE! I LUB YOU!	② C'mon, OPEN IT!
Action:		
Timing:		

EPISODE # 1025-173
Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

ADVENTURE TIME

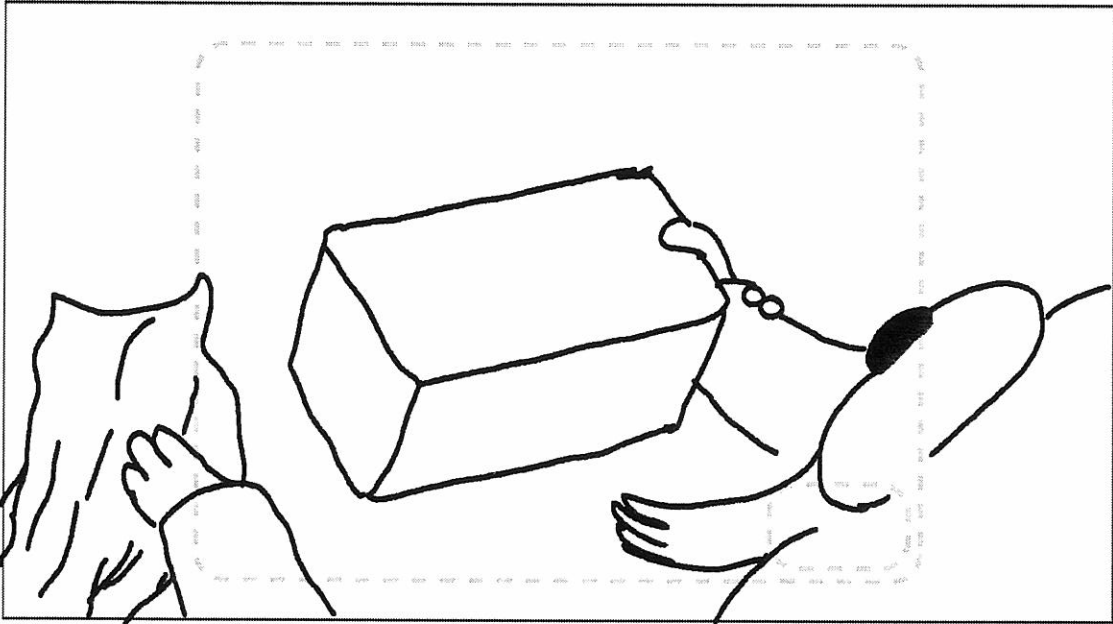


Sc. 152

Pnl. c

Bg.

day night

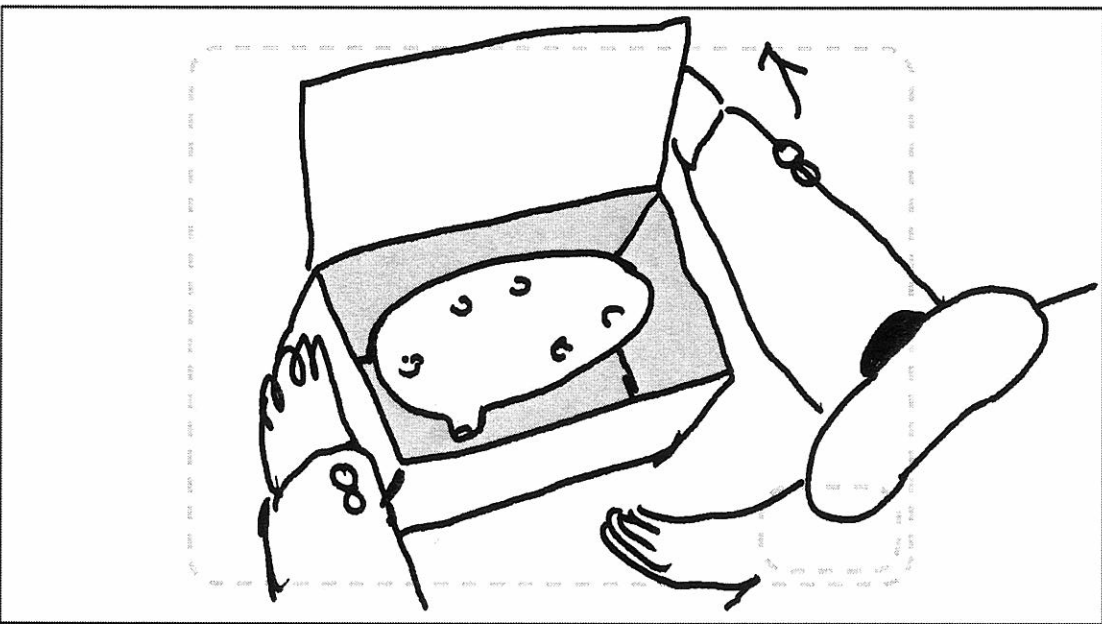


Sc. 152

Pnl. D

Bg.

day night



Dialog:

① IT'S AN OCARINA.
I MADE IT FOR YOU.

Action:

DROPS PAPER.

Timing:

1025-173

EPISODE #

Production :

ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night

Sc. 153 Pnl. B Bg. day night

Dialog:	
Action:	
Timing:	

(KRW) OH.

ADVENTURE TIME

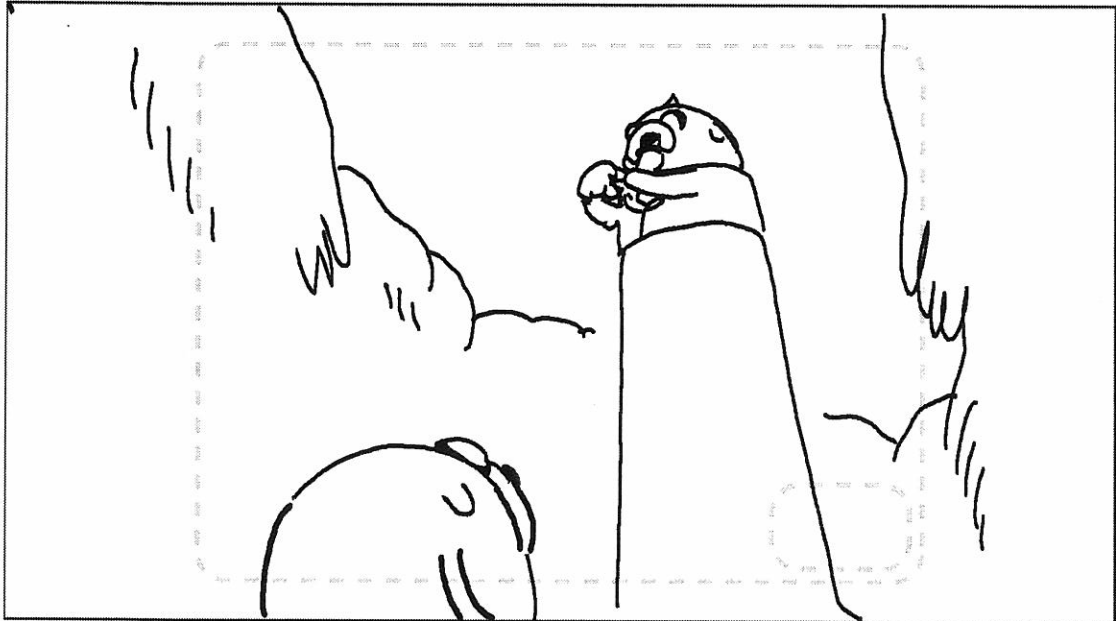


Sc. 154

Pnl. A

Bg.

day night



Sc. 155

Pnl. A

Bg.

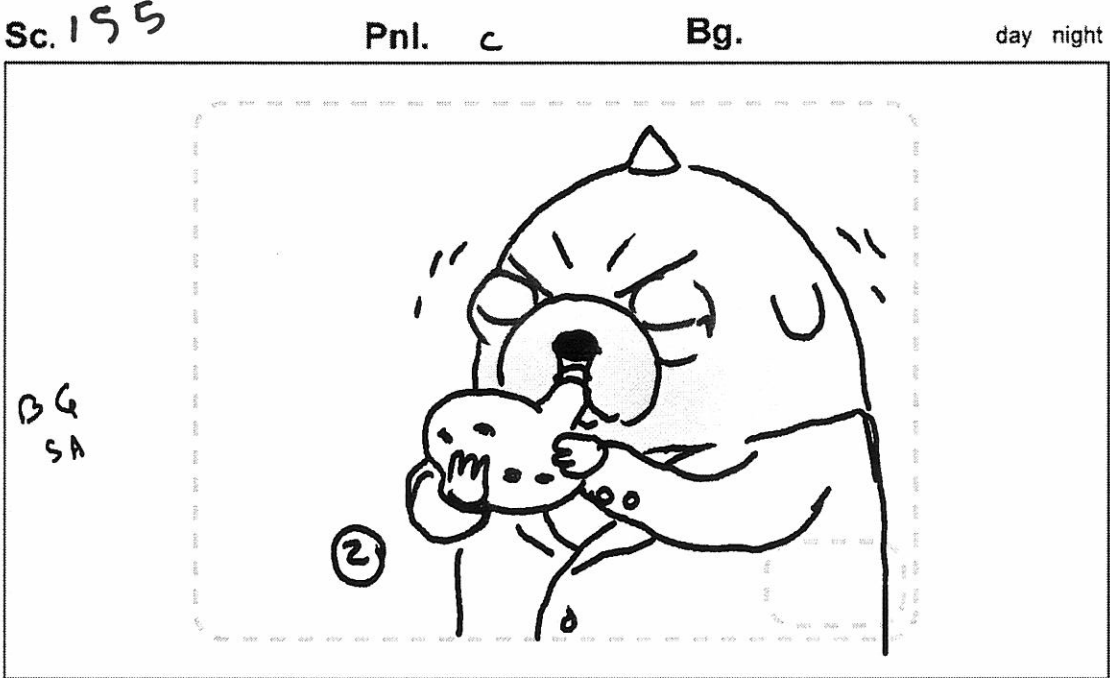
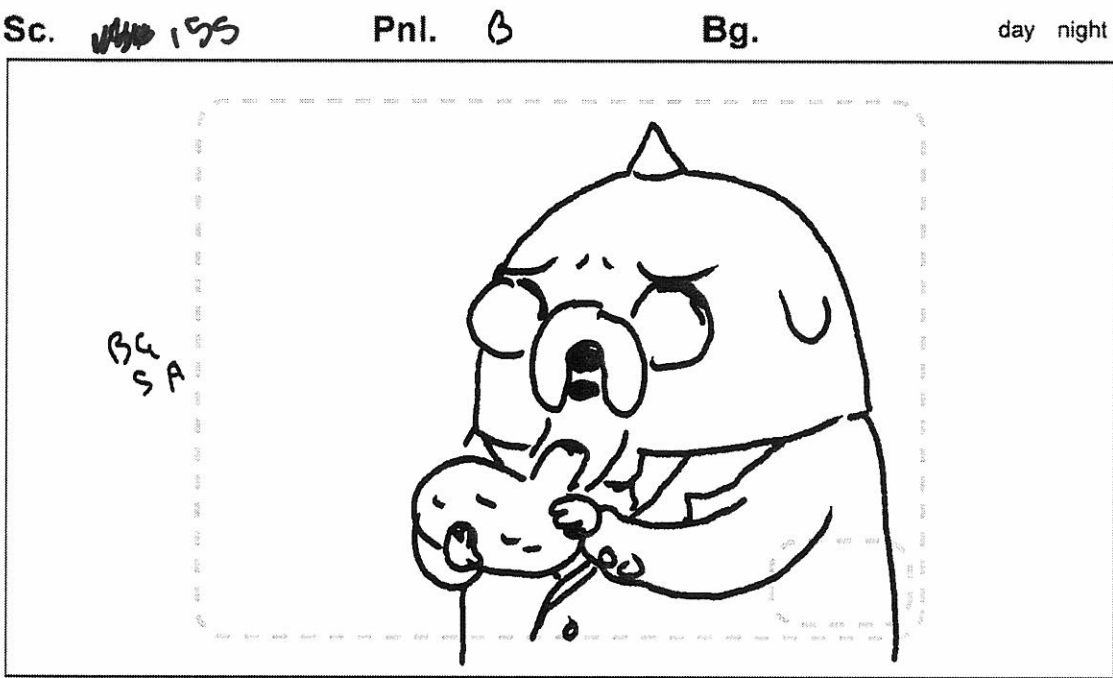
day night



Dialog:
①/ WHENEVER YOU PLAY IT YOU'LL BE REMINDED OF YER PEP-PANT'S LOVE.
Action:
Timing:

EPISODE # 1025-173
Production :

ADVENTURE TIME



Dialog: (KKW) / OH ... THANKS DAD...

Action:

Timing:

(KKW) / ① INHALE:
② SILENCE



1025-173

EPISODE #

Production :

ADVENTURE TIME

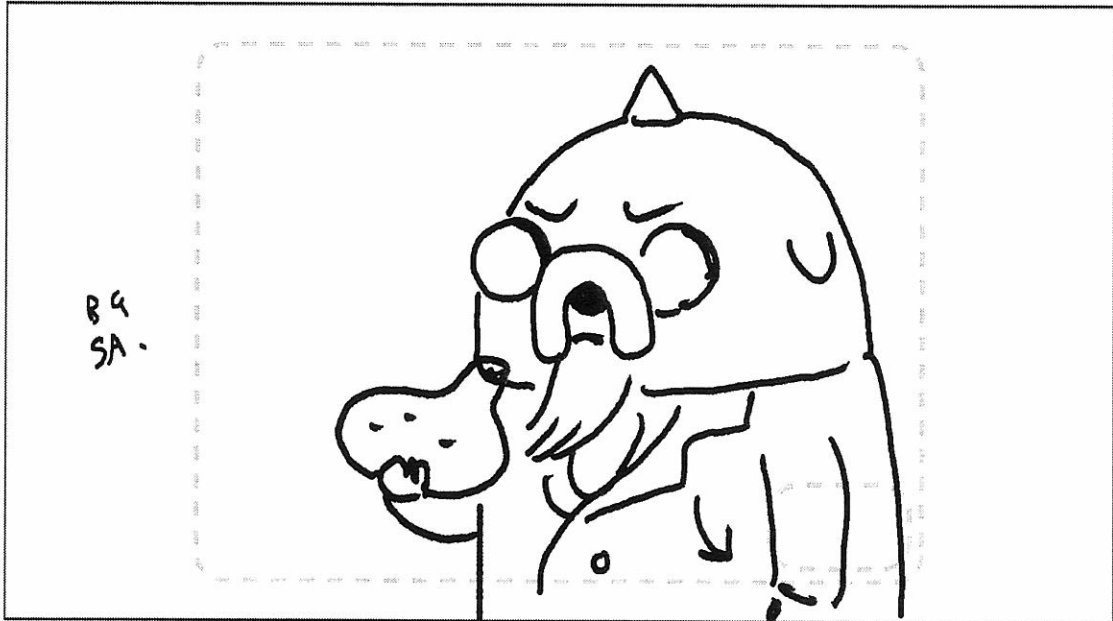


Sc. 155

Pnl. D

Bg.

day night

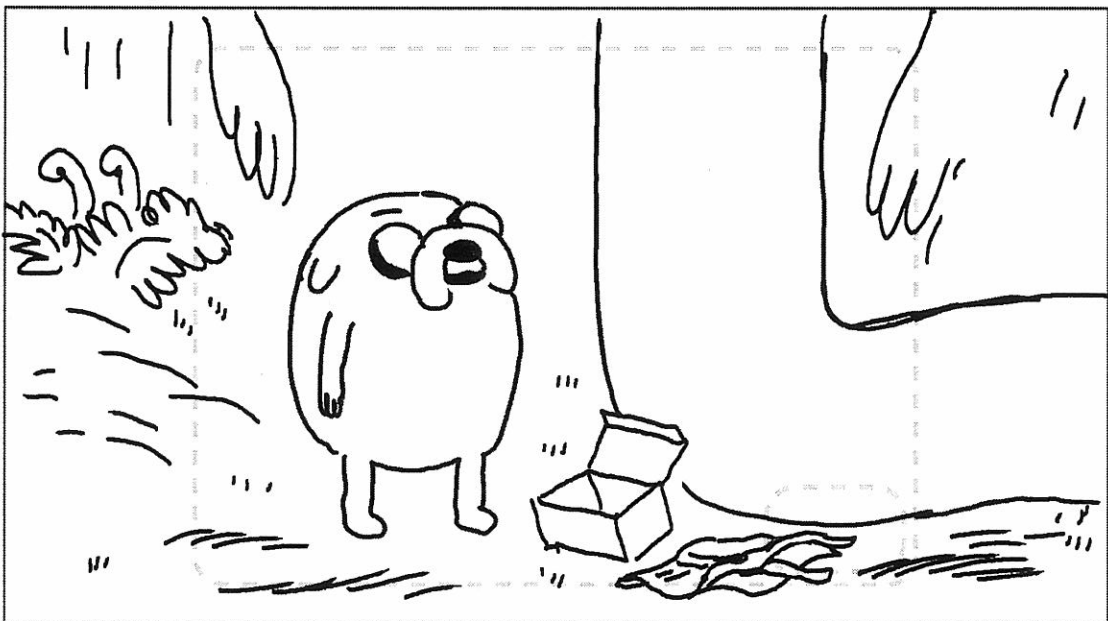


Sc. 156

Pnl. A

Bg.

day night



Dialog:	① YEAH IT'S NOT HOLLOW! I MADE THE HOLES WITH THE BACK-END OF A PENCIL!
Action:	
Timing:	

1025-173

EPISODE #

Production :

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ADVENTURE TIME

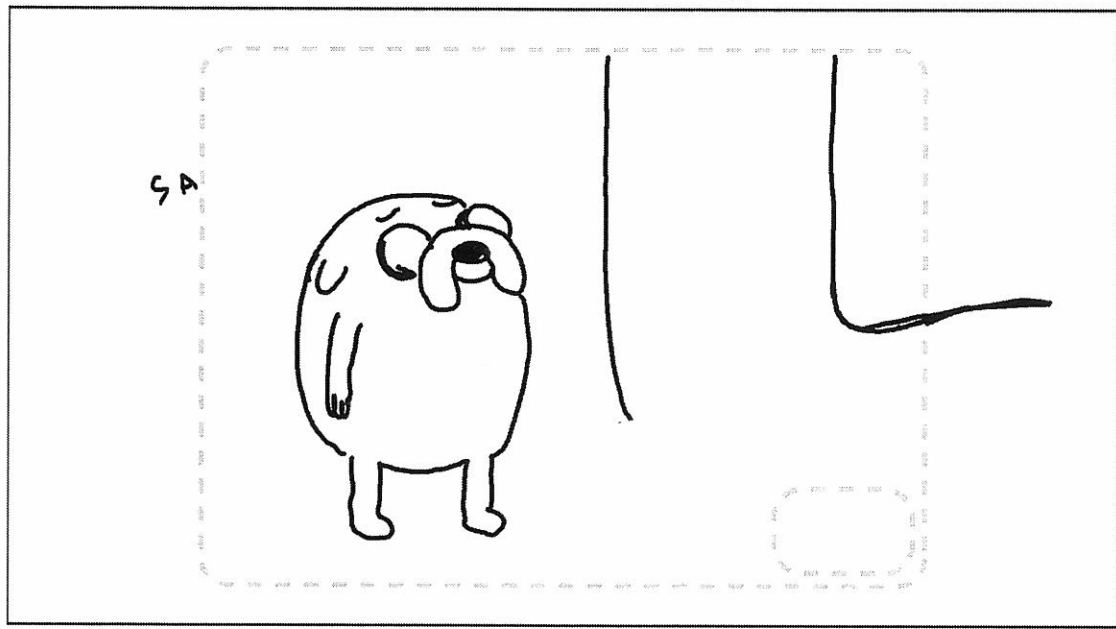


Sc. 156

Pnl. 8

Bg.

day night



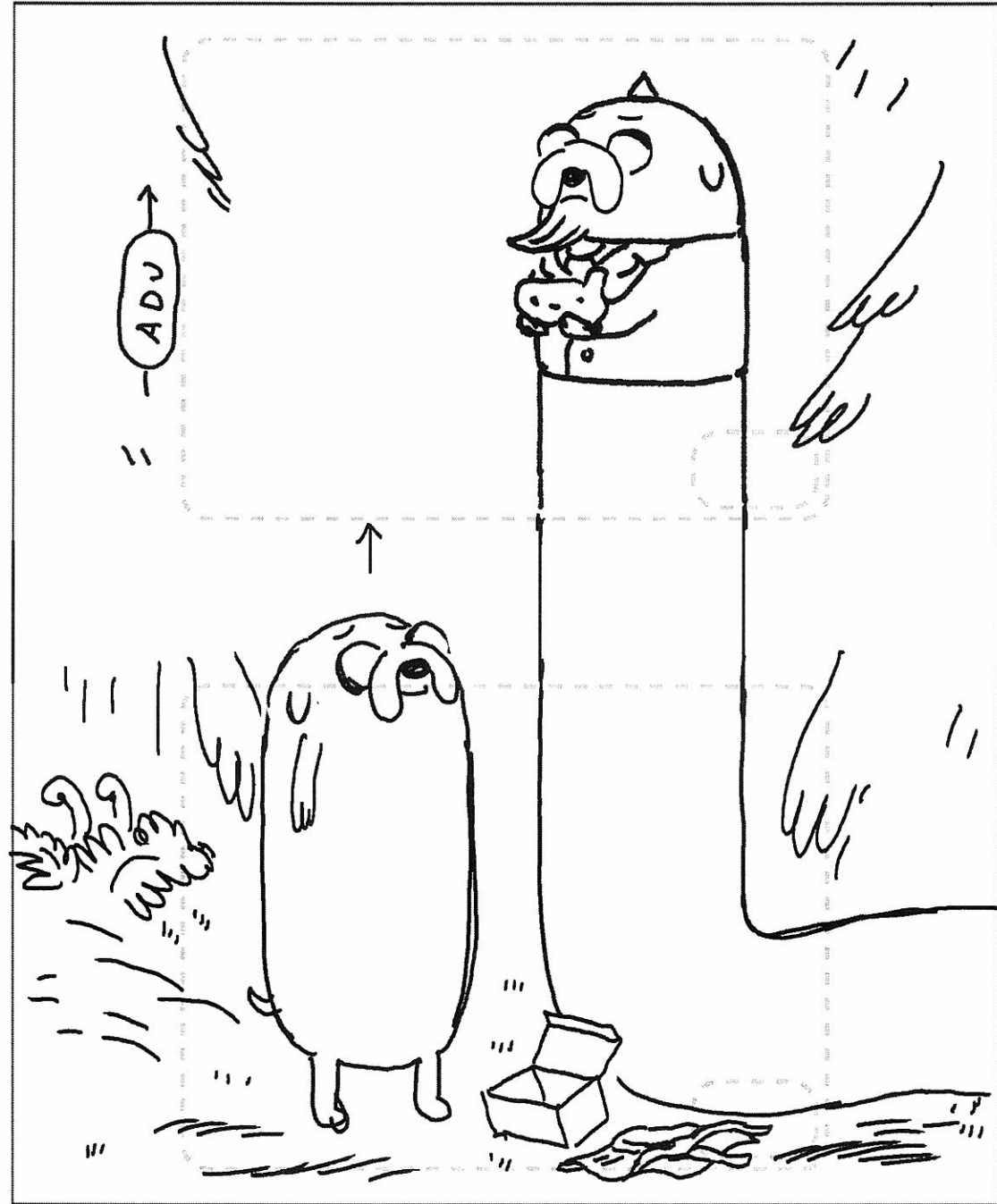
Dialog:
Action:
Timing:

Sc. 156

Pnl.

Bg.

day night

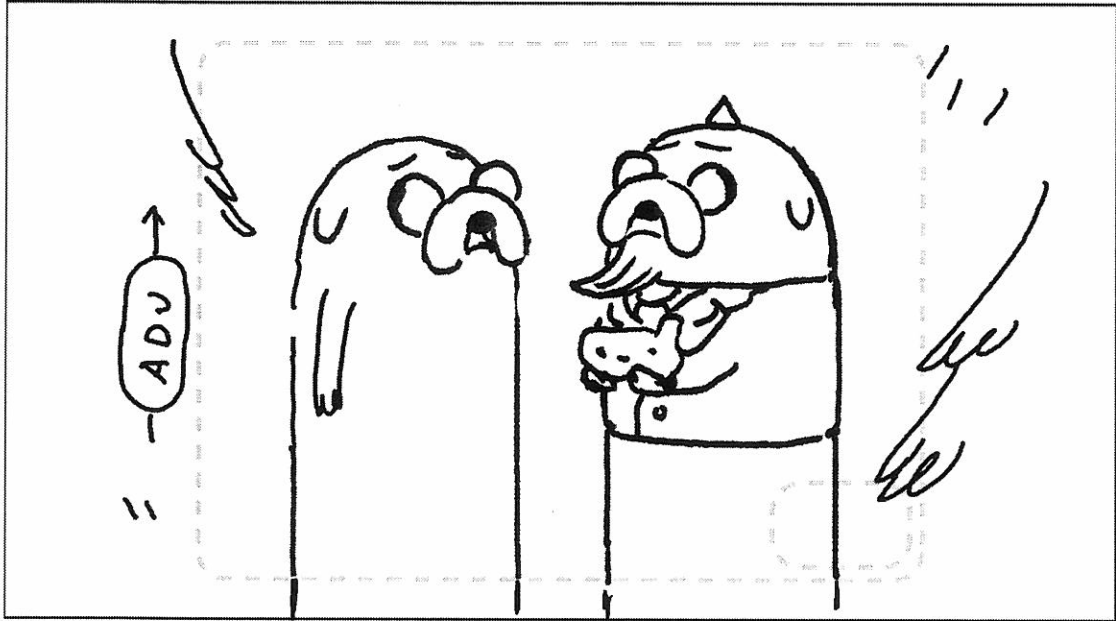


Production :
EPISODE # 1025-173

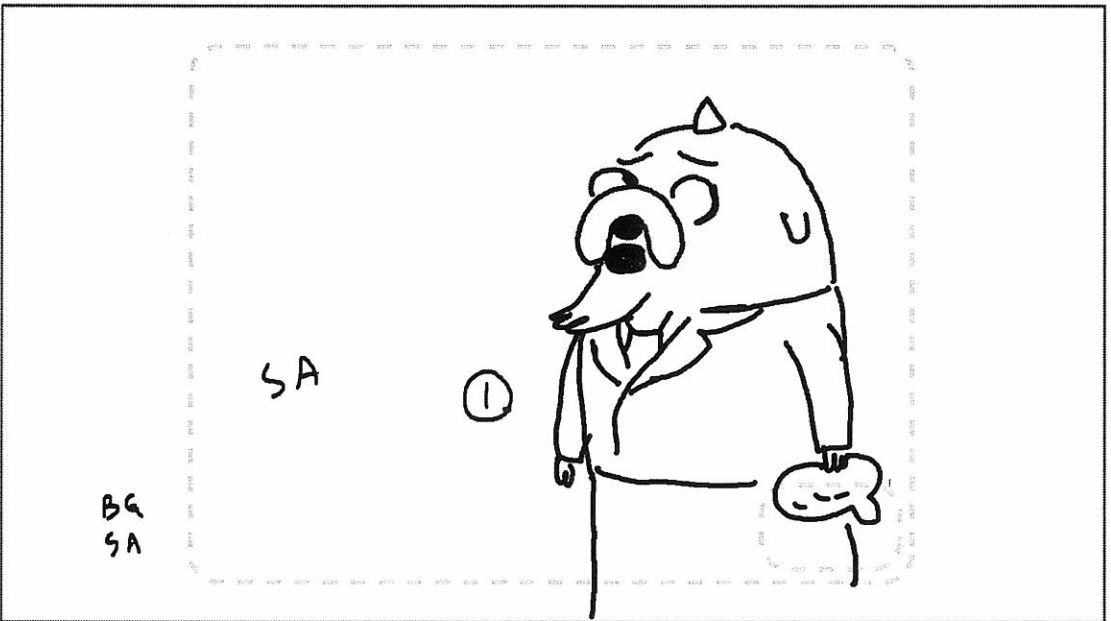
ADVENTURE TIME

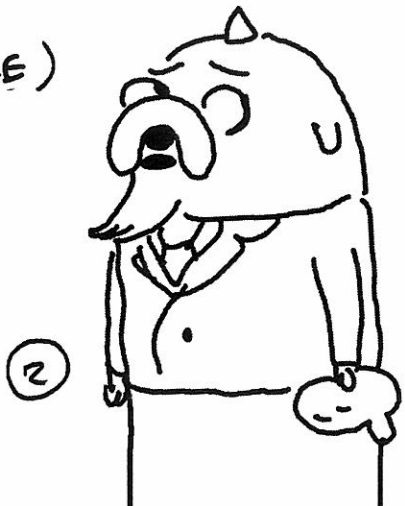


Sc. 156 Pnl. D Bg. day night



Sc. 156 Pnl. E Bg. day night



Dialog:	
Action:	
Timing:	

(K K W) / (BIG EXHALE)

ADVENTURE TIME

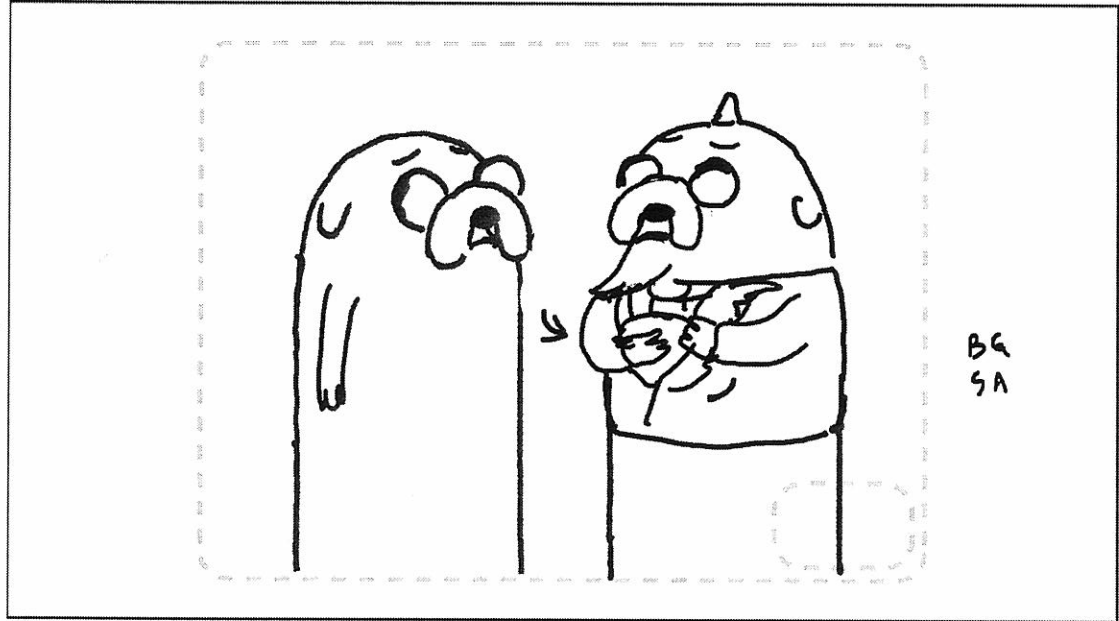


Sc. 196

Pnl. F

Bg.

day night

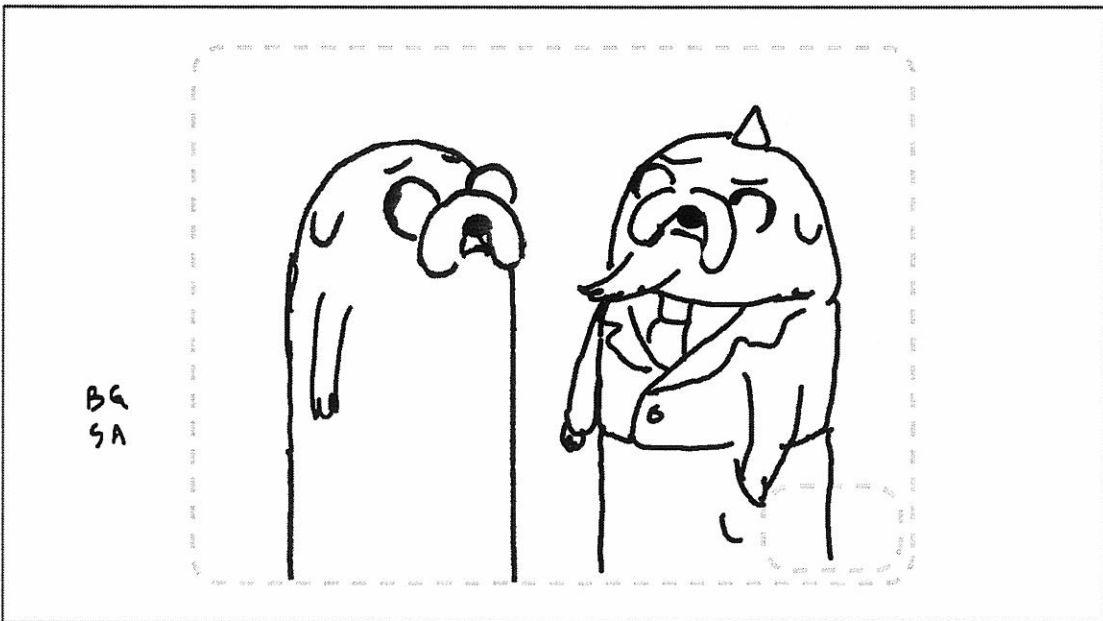


Sc. 196

Pnl. G

Bg.

day night



Dialog:	(RELUCTANT)
(AKW)	... I <u>SUPPOSE</u> I COULD ACCEPT THE OCARINA AS LEGAL TRADE...
Action:	POCKETS OCARINA GETS DEED.
Timing:	

EPISODE # 1025-173
Production :

ADVENTURE TIME



Sc. 196

Pnl. 1

Bg.

day night

BG
SA

Sc. 196

Pnl. 2

Bg.

day night

BG
SA

Dialog:
<p>(KKW) / THE TREEHOUSE IS YOURS, DAD.</p>
Action:
Timing:

1025-173

EPISODE #

Production :

ADVENTURE TIME



Sc. 196

Pnl. J

Bg.

day night

Sc. 196

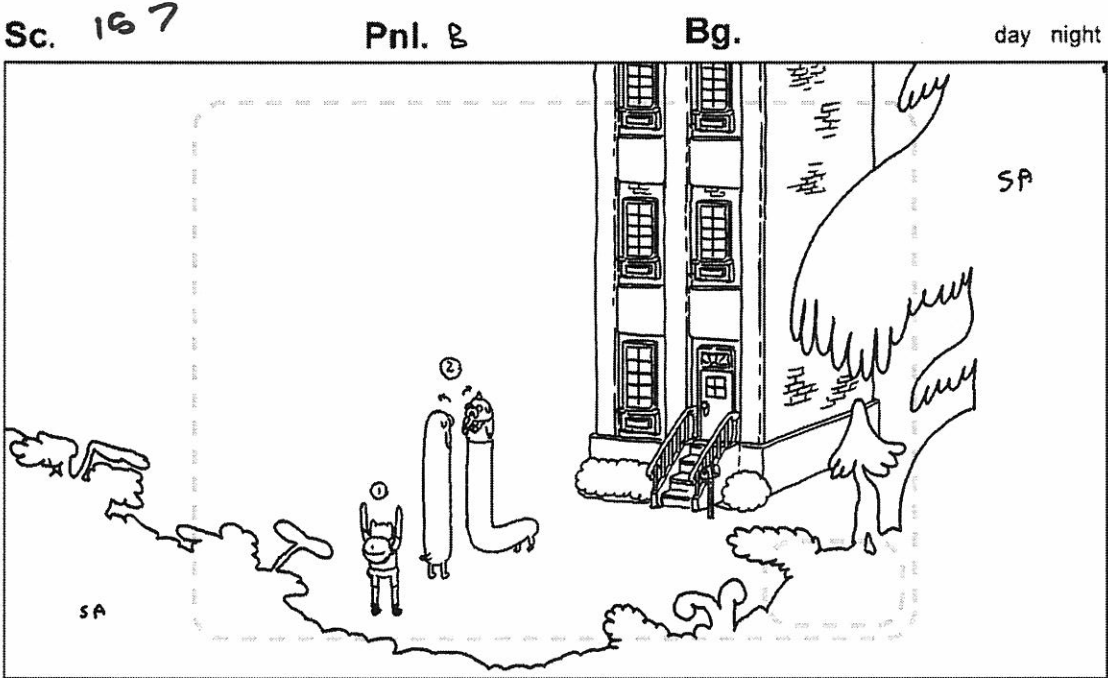
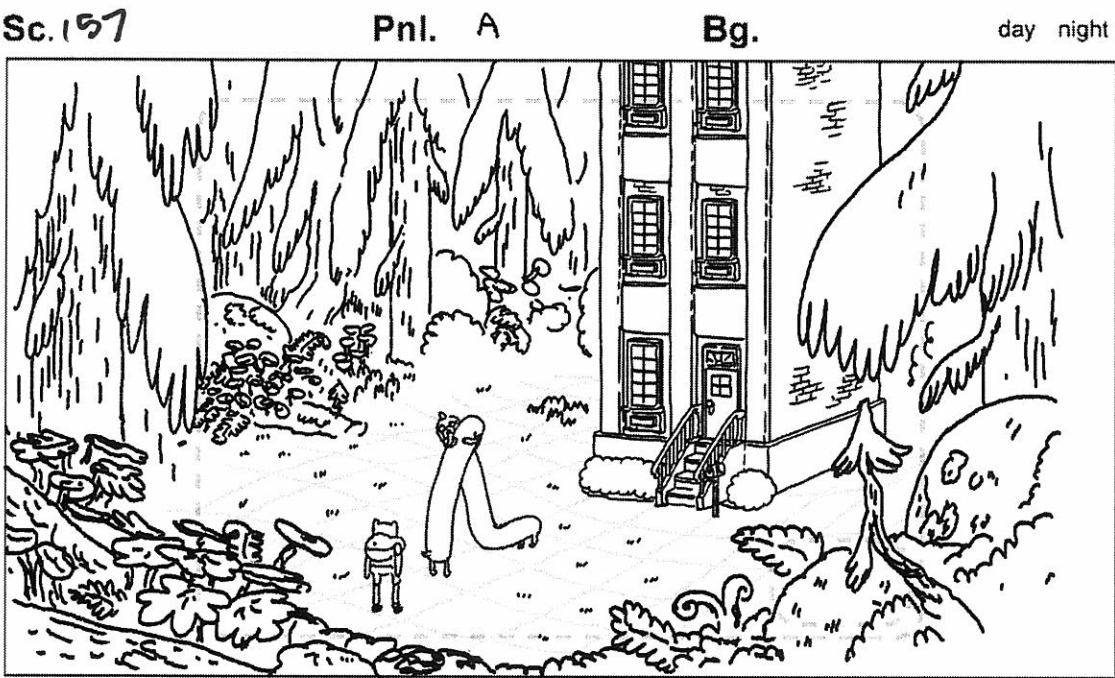
Pnl. K

Bg.

day night

Dialog:
Action:
Timing:

ADVENTURE TIME



Dialog:	NO VOICES HEARD AT ALL! (SFX) JUST BIRDS, BUGS, FOREST NOISES
Action:	- BREAK THE HUG - FINN CELEBRATES.
Timing:	

1025-173

EPISODE #

Production :

ADVENTURE TIME

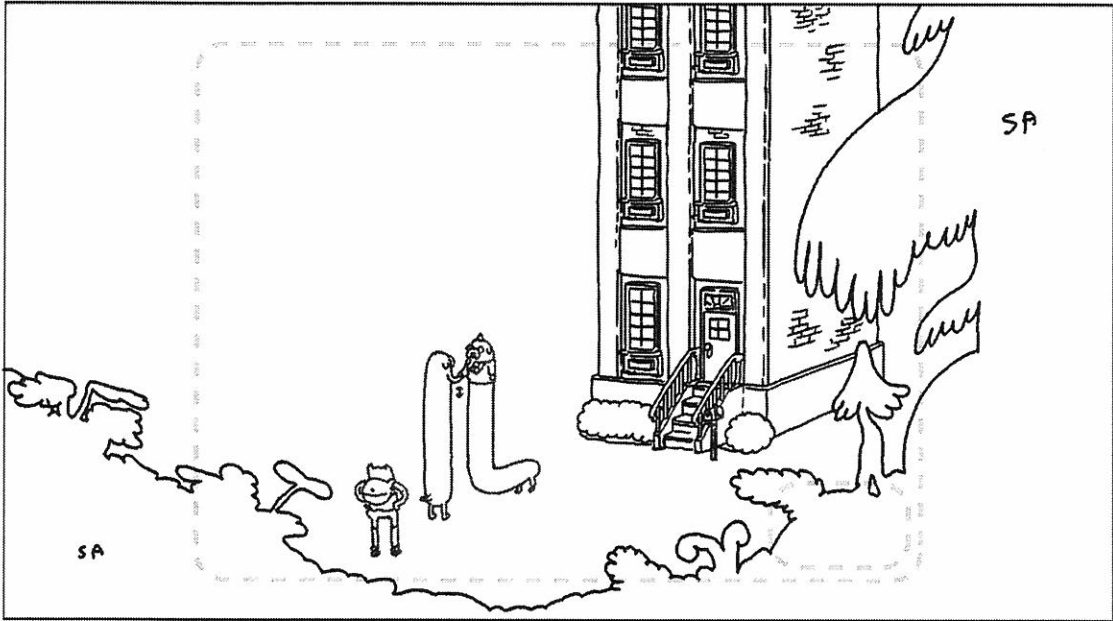


Sc. 197

Pnl. c

Bg.

day night

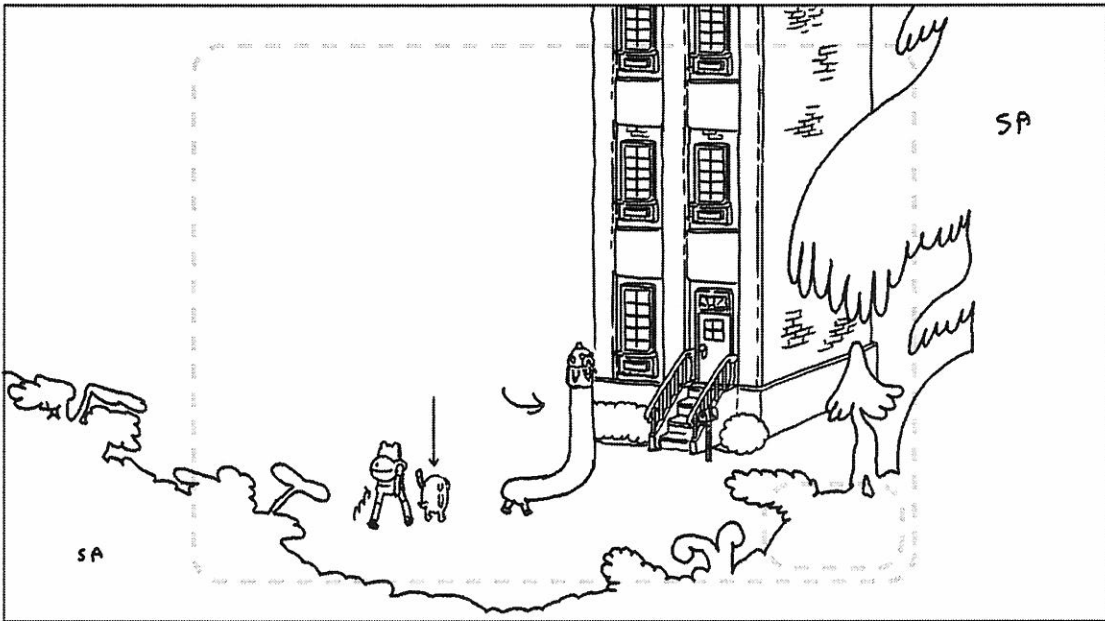


Sc. 197

Pnl. d

Bg.

day night



Dialog:	: DIAQ. NOT HEARD!!: ①/ HEH, OKAY. ②/ TAKE CARE DAD, I'LL CALL.	
Action:		
Timing:		

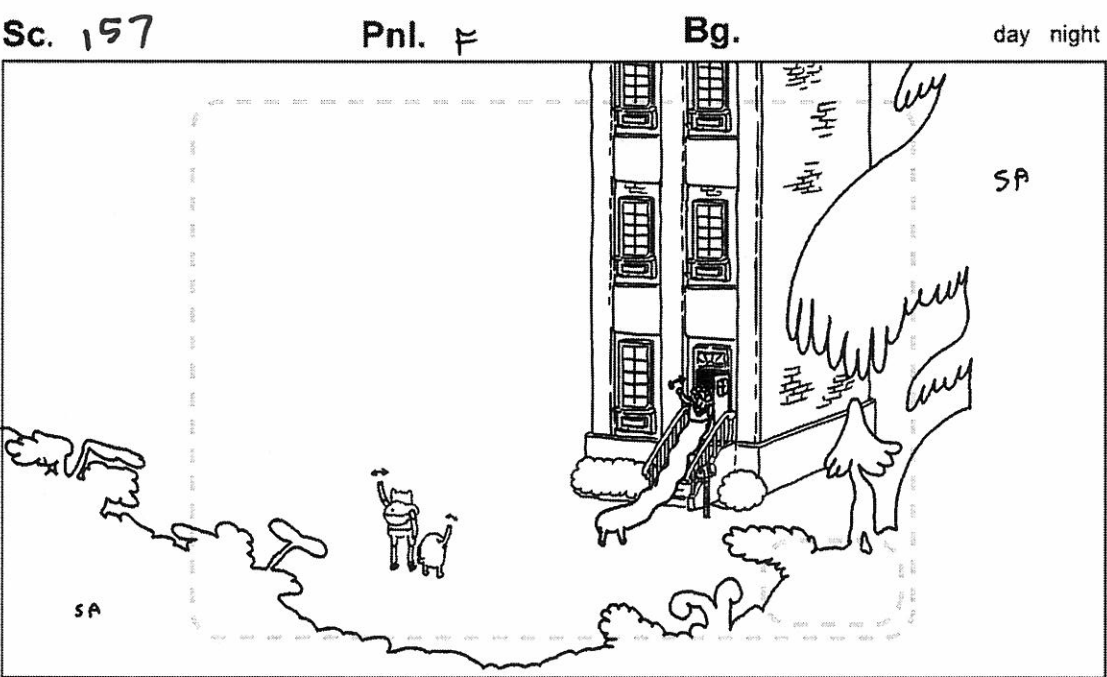
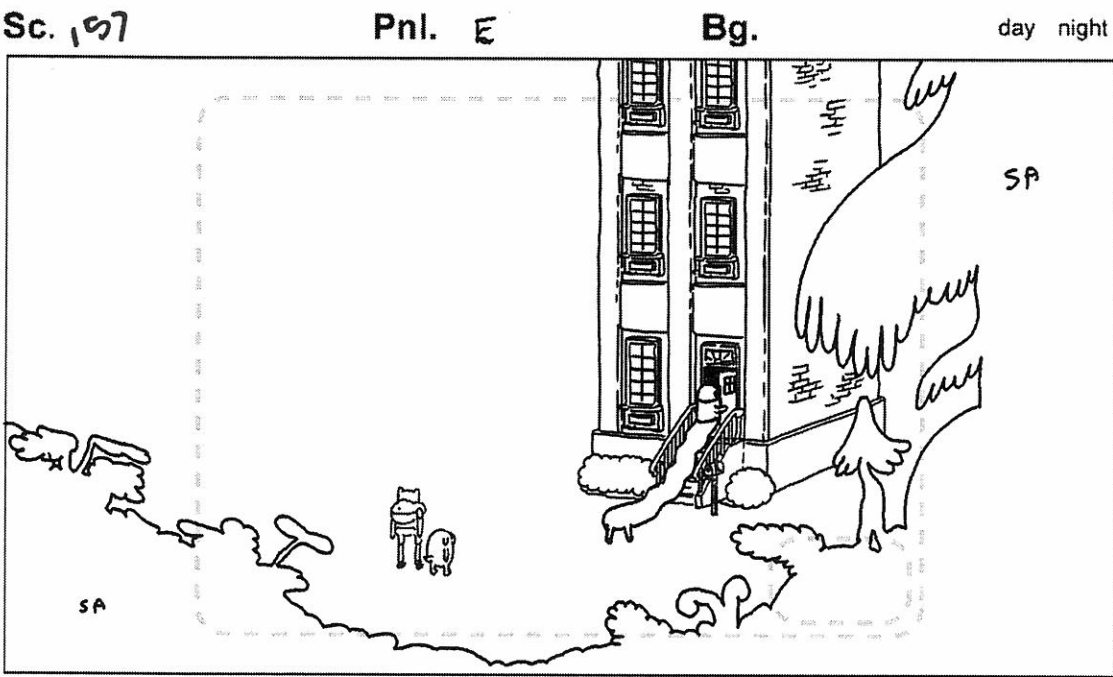
① I'LL CALL.

Production :

EPISODE #

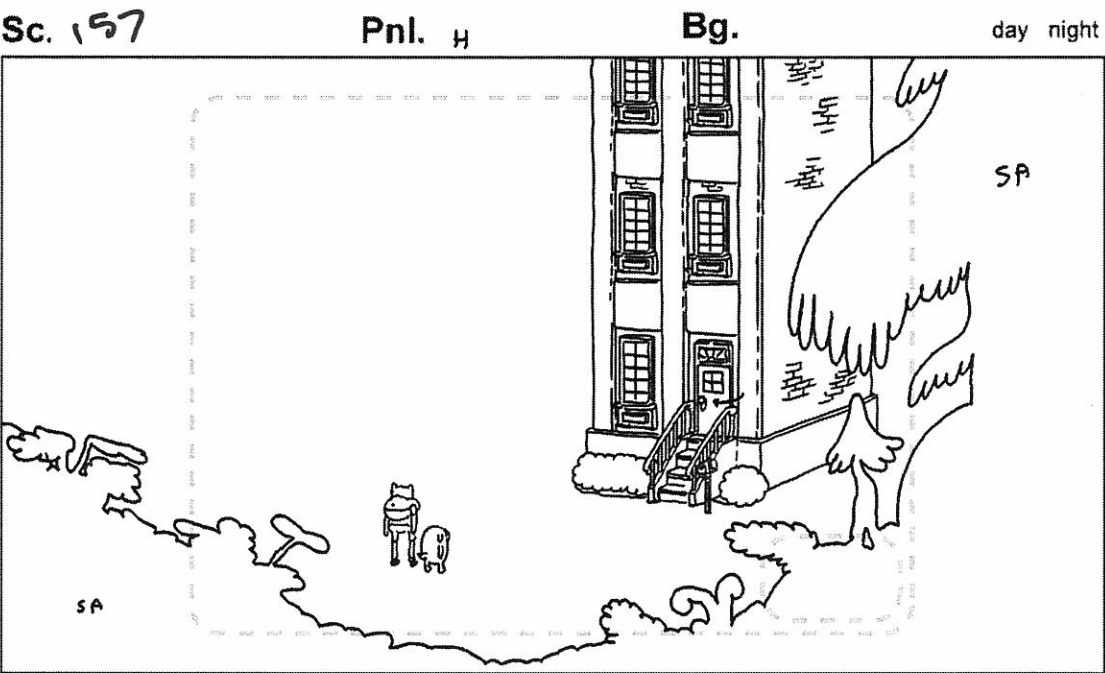
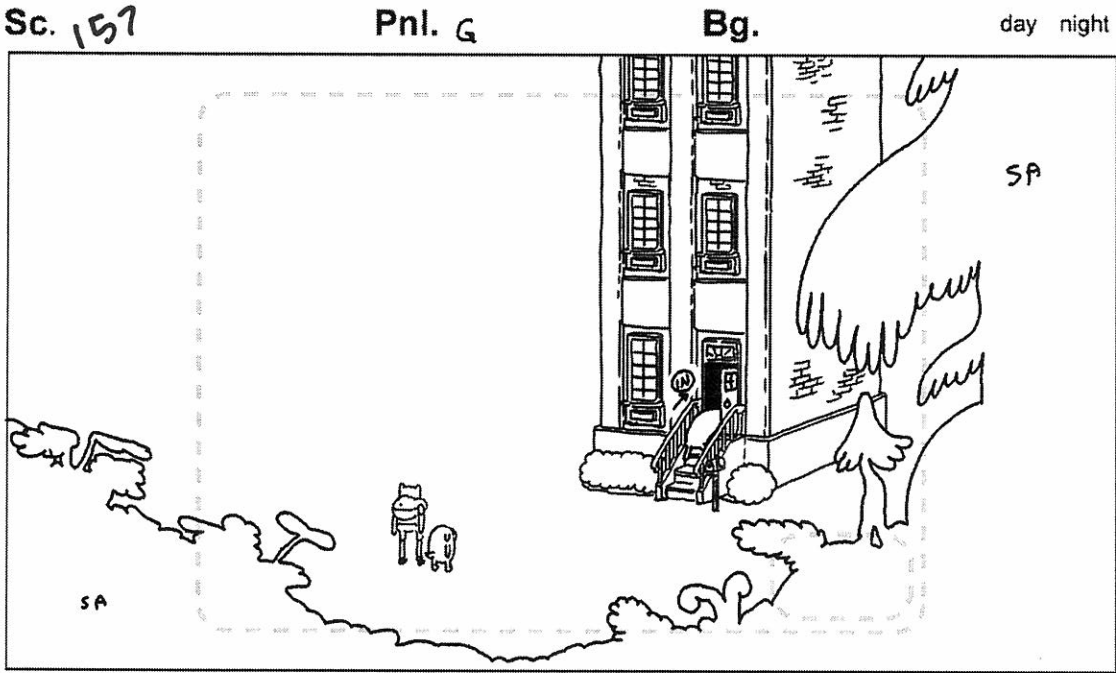
1025-173

ADVENTURE TIME



Dialog:	<p>NOT HEARD</p> <p>KKW OKAY BYE, DAD.</p> <p>J LATER, SON!!!</p>
Action:	<p>EVERYONE WAVES.</p>
Timing:	

ADVENTURE TIME



Dialog:
Action:
Timing:

KRW CLOSES DOOR.

EPISODE # 1025-173
Production :

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ADVENTURE TIME

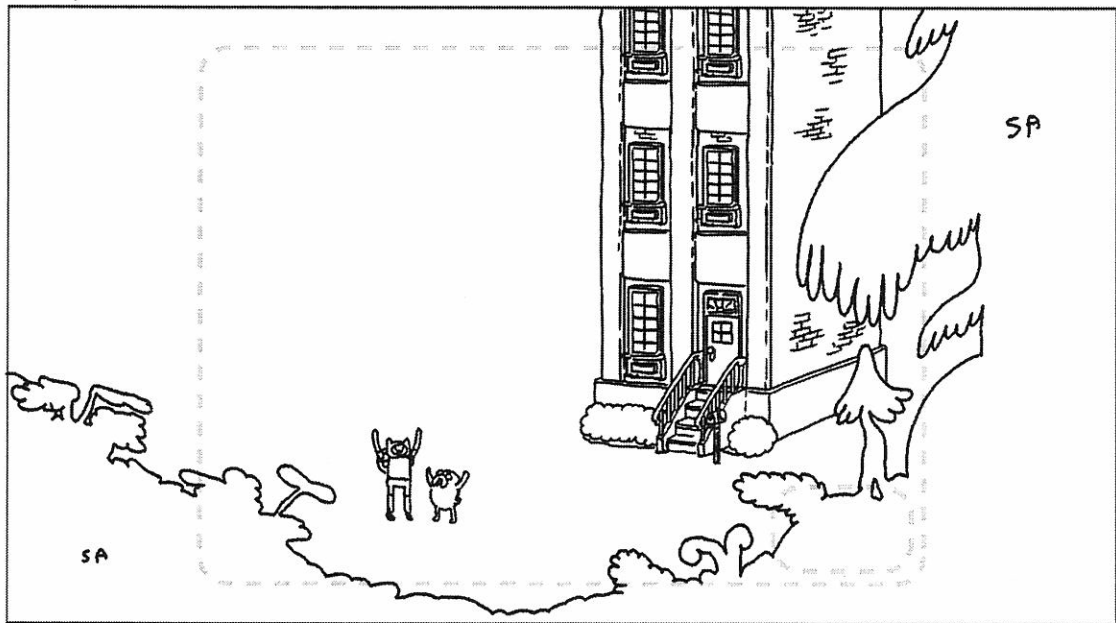


Sc. 157

Pnl. I

Bg.

day night

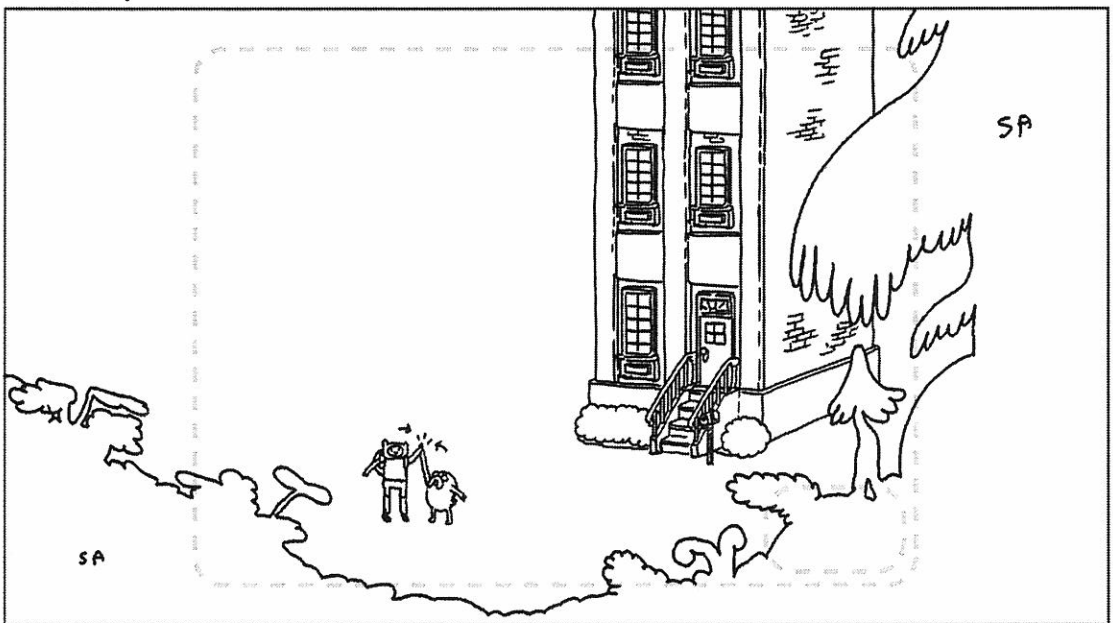


Sc. 157

Pnl. J

Bg.

day night



Dialog:

①/ YA!
②/ YEAH ALRIGHT!

①/ DAD'N!

Action:

HIGH FIVE.

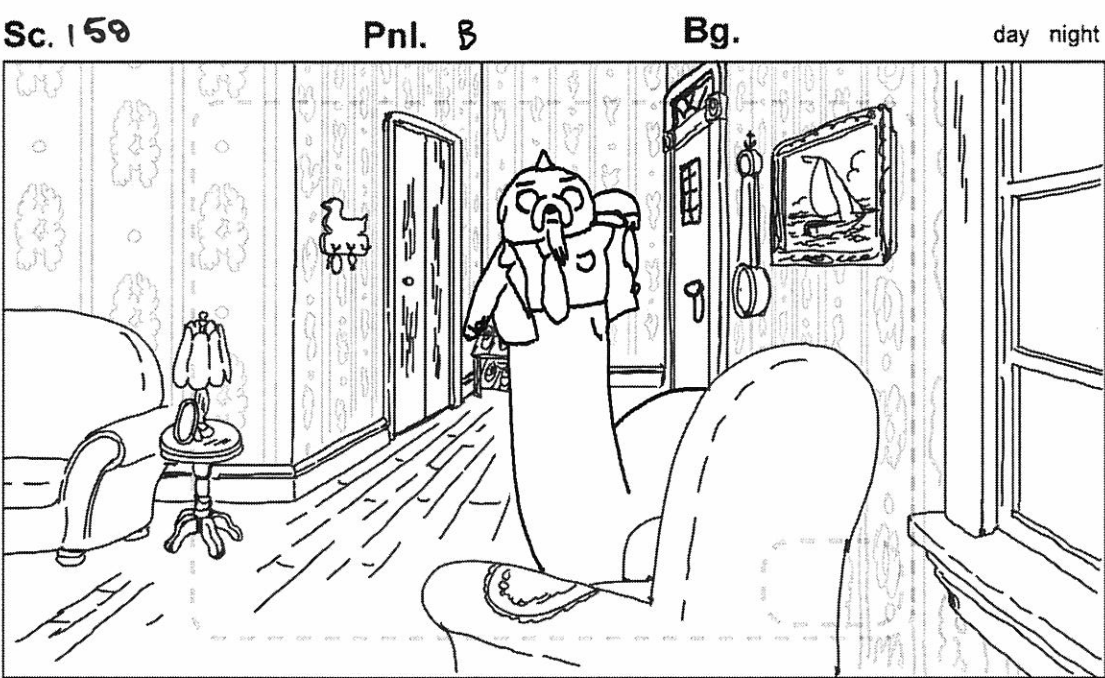
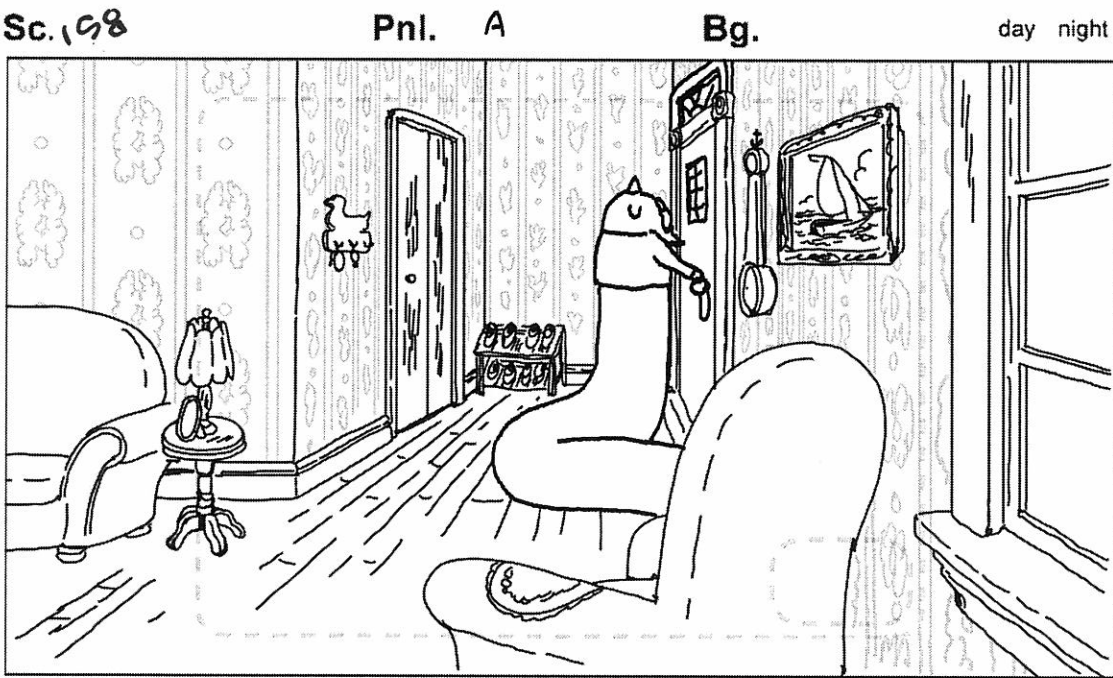
Timing:

EPISODE #

1025-173

Production :

ADVENTURE TIME



Dialog:	(SFX) / DOOR LOCK
Action:	HIS HOUSE - CLASSY, - WARM, WOOD, BRASS, TAUPE. - CONSERVATIVE. - LIKE THE "CLASSIC" SET IN ANIMAL CROSSING.
Timing:	LOCKS DOOR.

EPISODE # 1025-173
Production :

ADVENTURE TIME

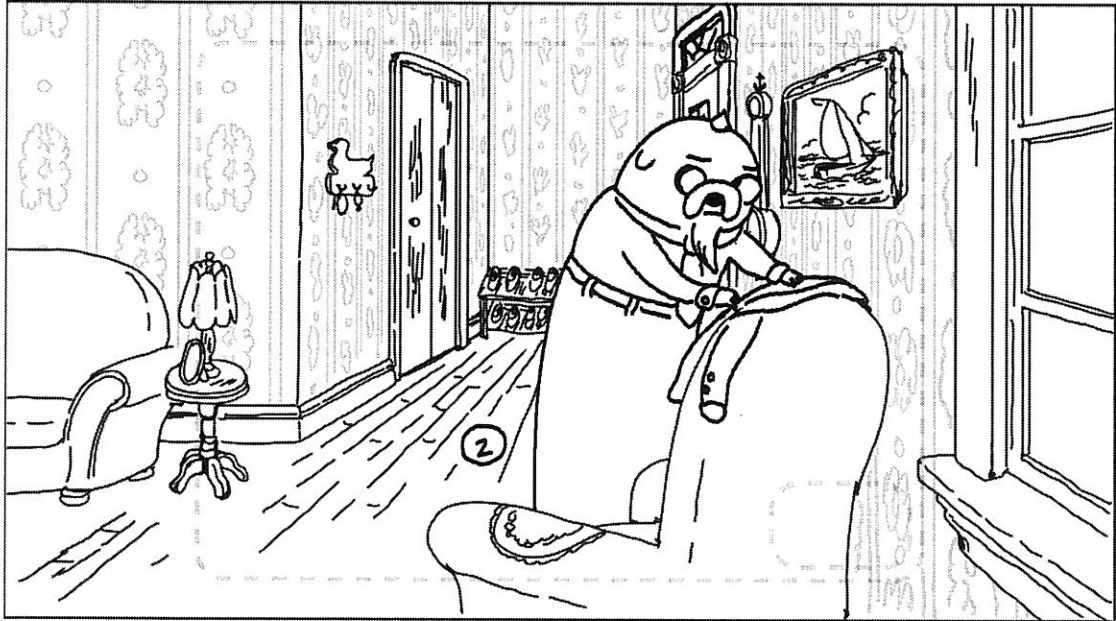


Sc. 198

Pnl. C

Bg.

day night

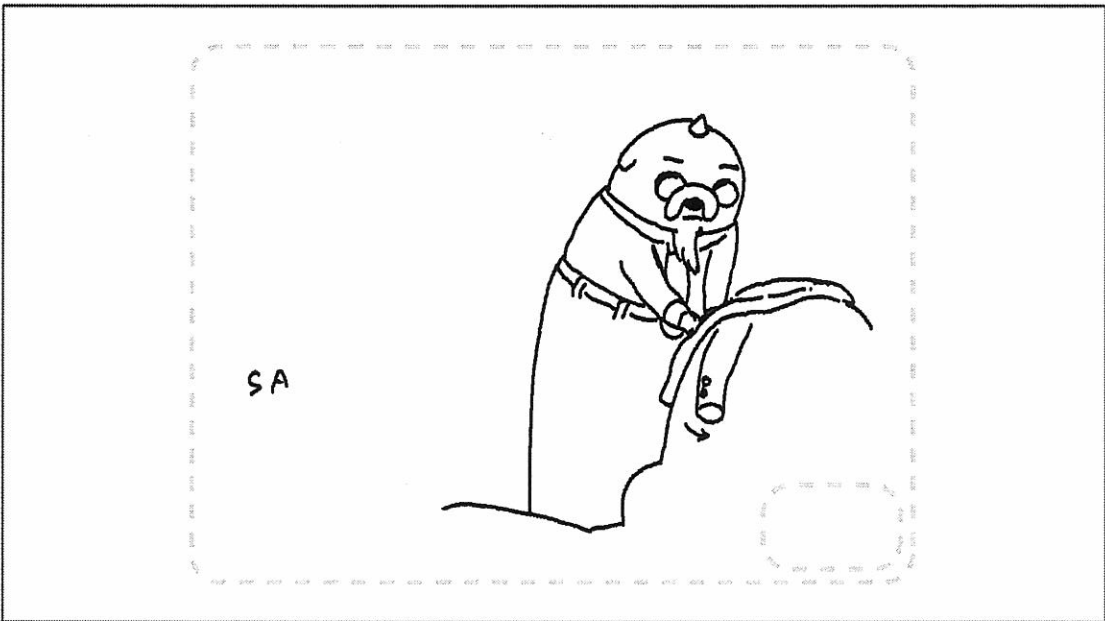


Sc. 198

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:



GIVES IT A LITTLE
SHAKE TO STRAIGHTEN IT

GOES IN HIS POCKET
FOR THE OCARINA.

EPISODE # 1025-173
Production :

ADVENTURE TIME

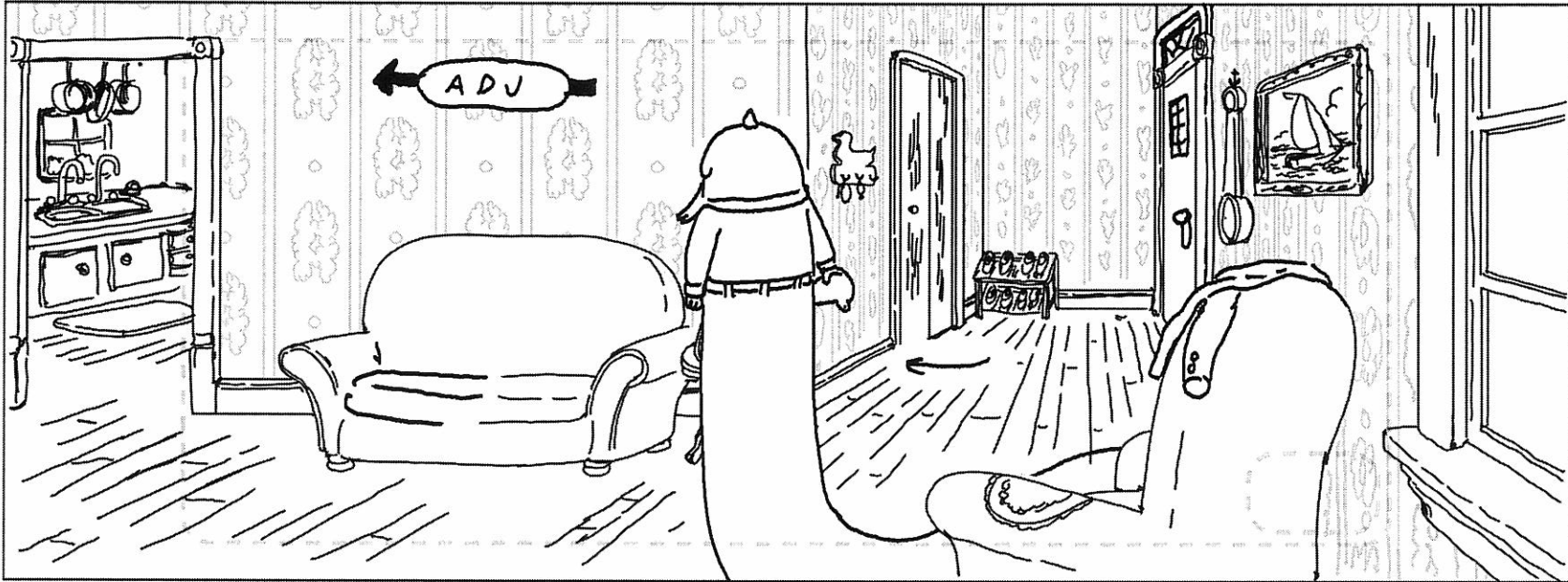


Sc. 158

Pnl. E

Bg.

day night



Dialog:
Action:
Timing:

1025-173

EPISODE #

Production :

ADVENTURE TIME

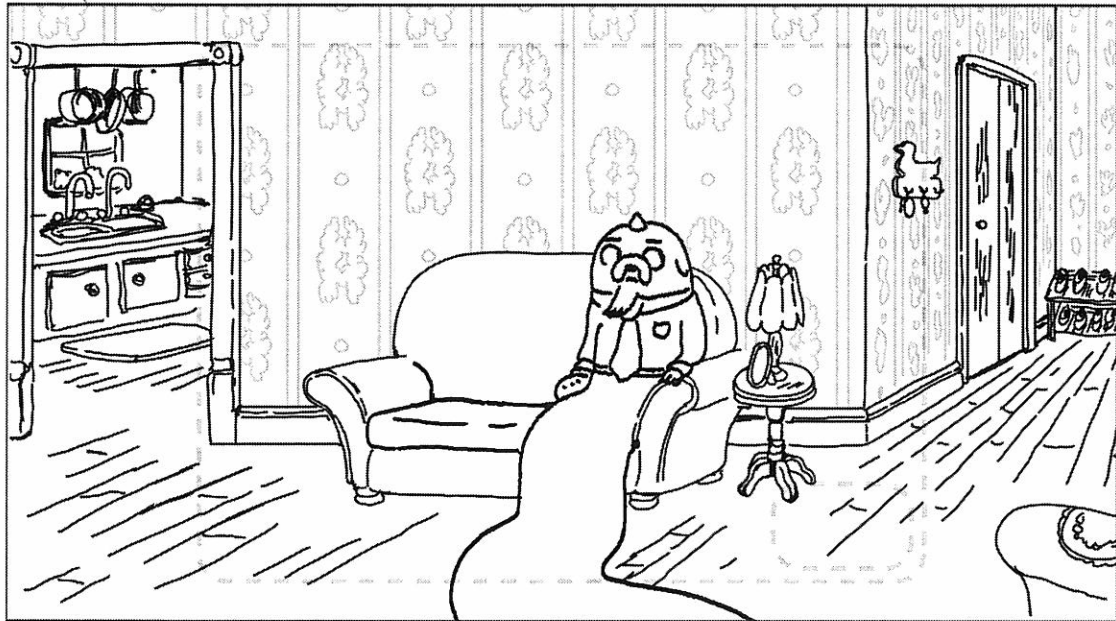


Sc. 198

Pnl. F

Bg.

day night

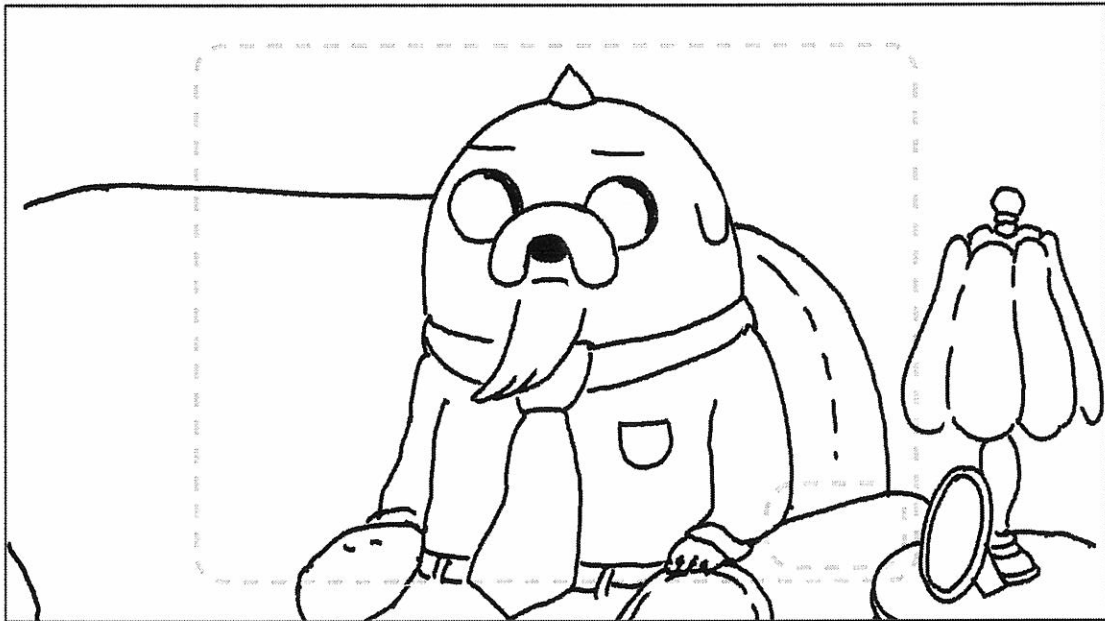


Sc. 199

Pnl. A

Bg.

day night



Dialog:

⋮ BEAT ⋮

(PAT) (o.s.) SWEETHEART ?

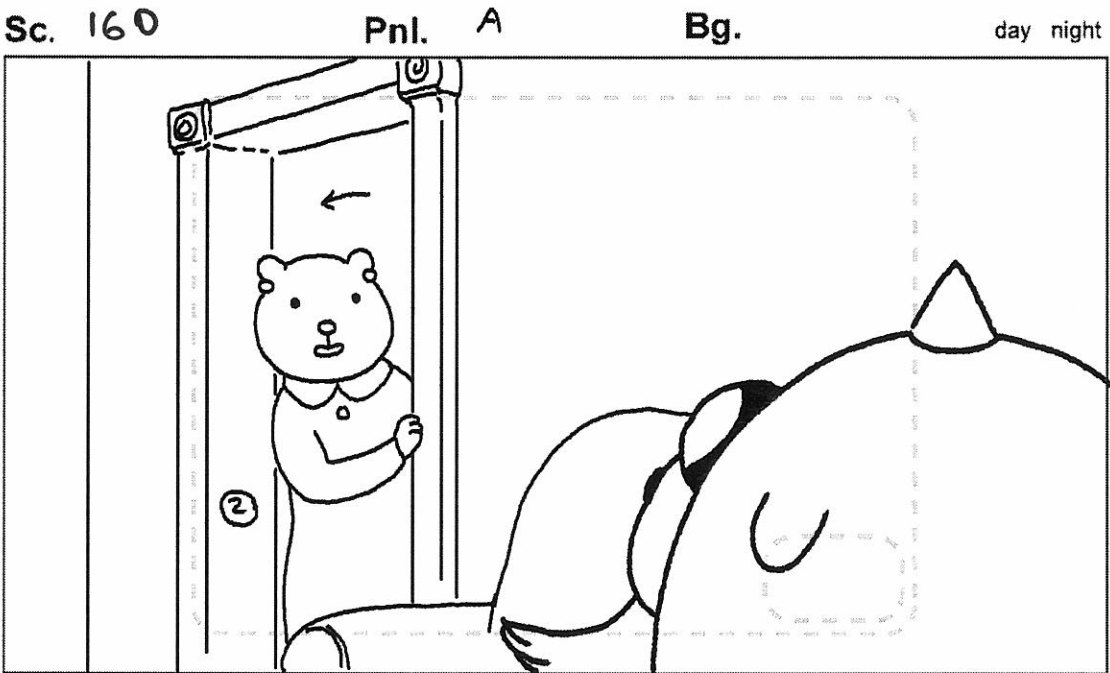
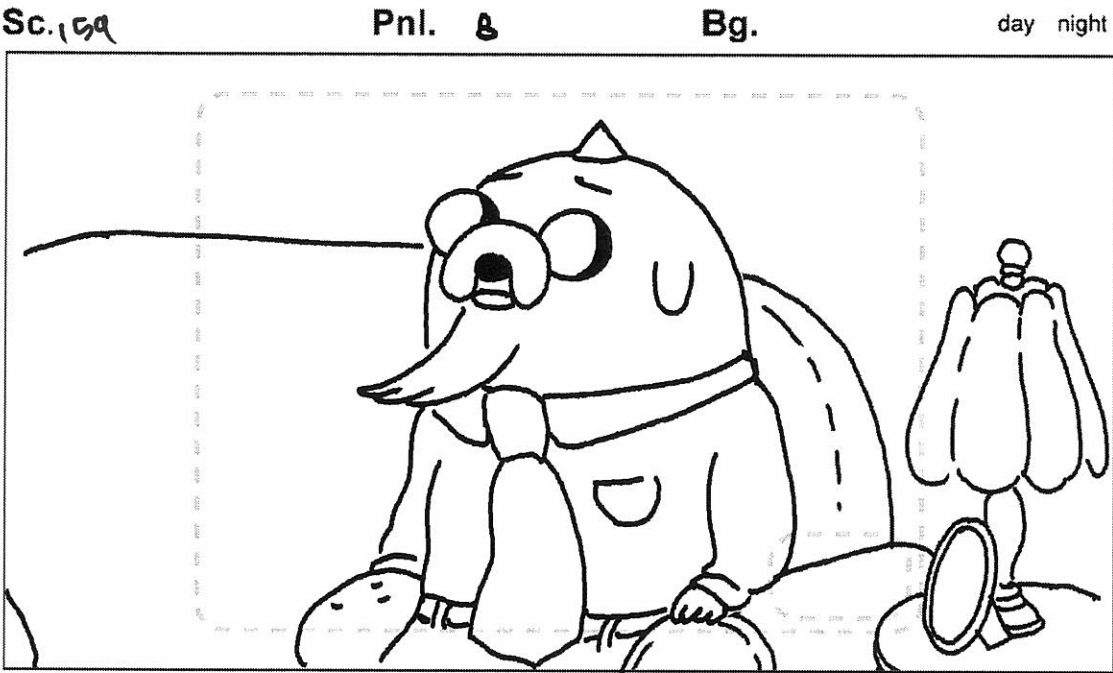
Action:

Timing:

EPISODE # 1025-173
Production :

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ADVENTURE TIME



Dialog:	(KKW) OH, HI HONEY.	(PAT) WAS THAT YOUR FATHER? HOW DID IT GO?
Action:		
Timing:		

← START POS.

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Production :

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ADVENTURE TIME

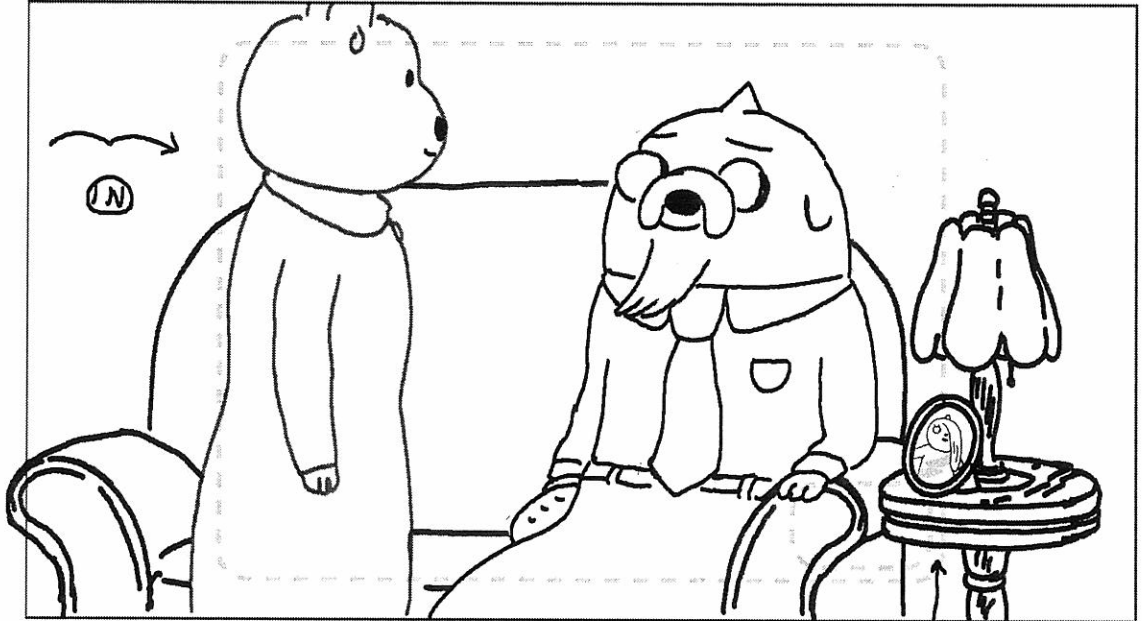


Sc. 161

Pnl. A

Bg.

day night

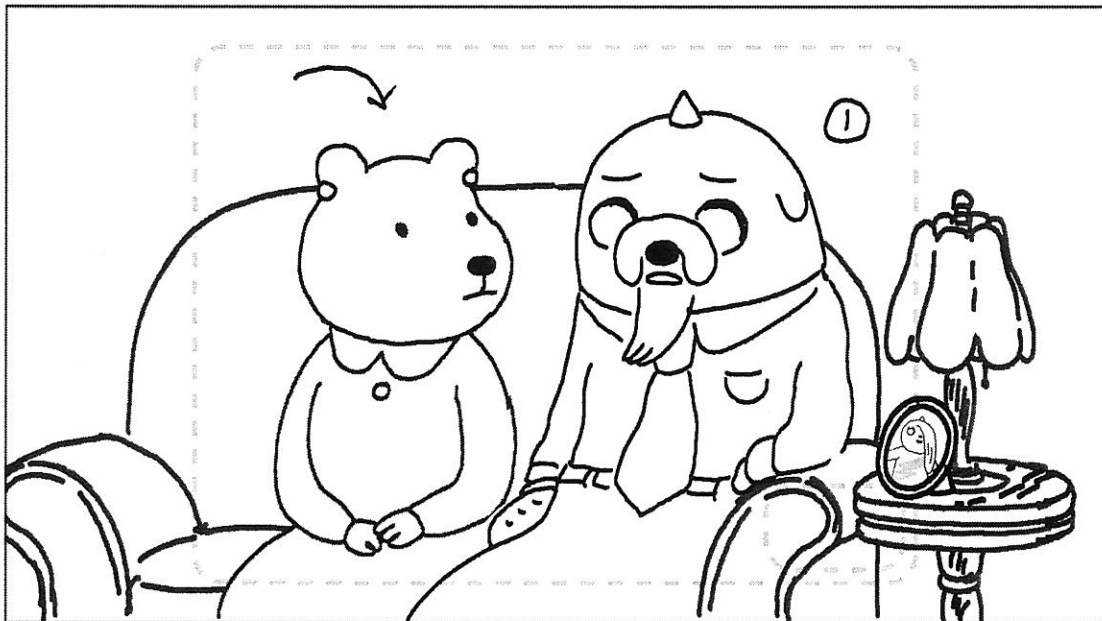


Sc. 161

Pnl. B

Bg.

day night



Dialog:	
Action:	
Timing:	

BRONWYN.
REF.

(KKW) / ① SIGH ② ALRIGHT I GUESS.

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Production :

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ADVENTURE TIME

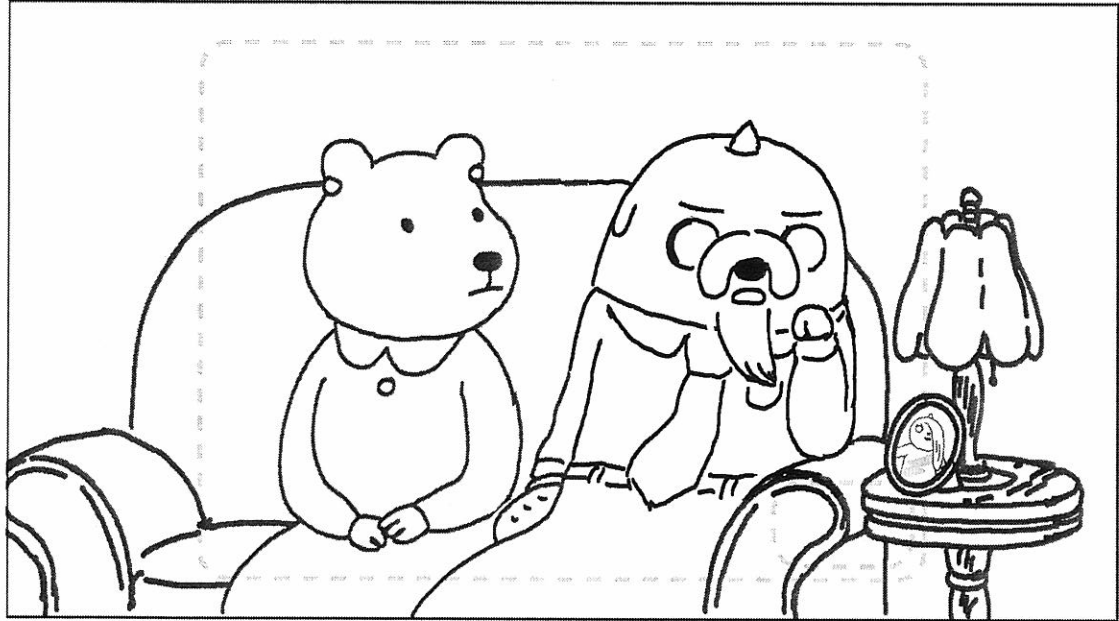


Sc. 161

Pnl. C

Bg.

day night

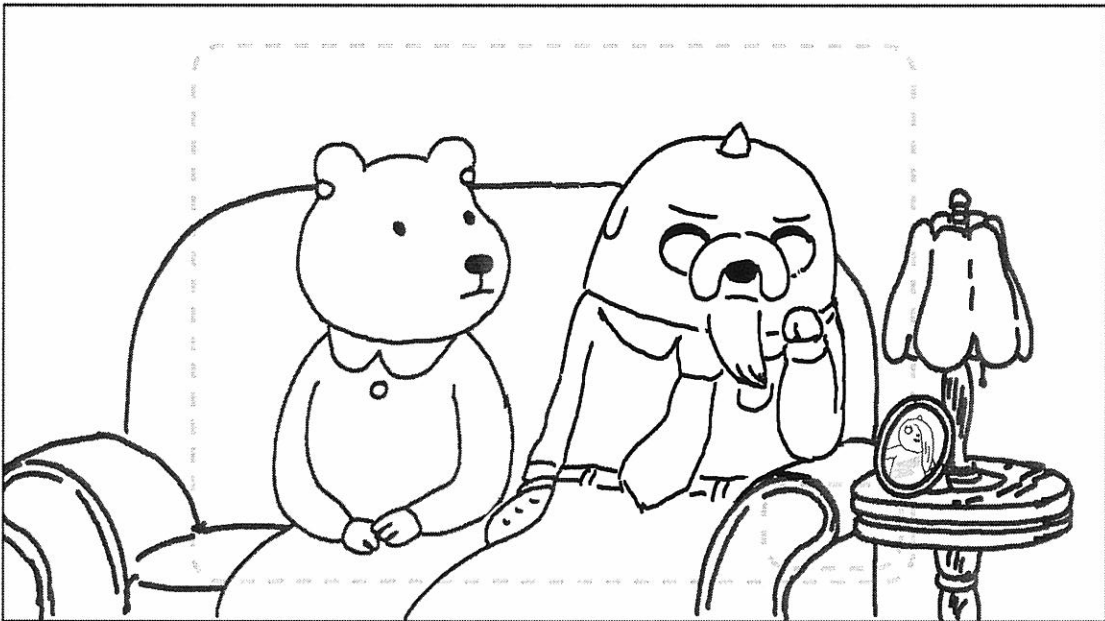


Sc. 161

Pnl. D

Bg.

day night



Dialog:	(KKW) / I DUNNO.
Action:	~ THINKIN' BEAT ~
Timing:	

EPISODE # 1025-173
Production :

ADVENTURE TIME

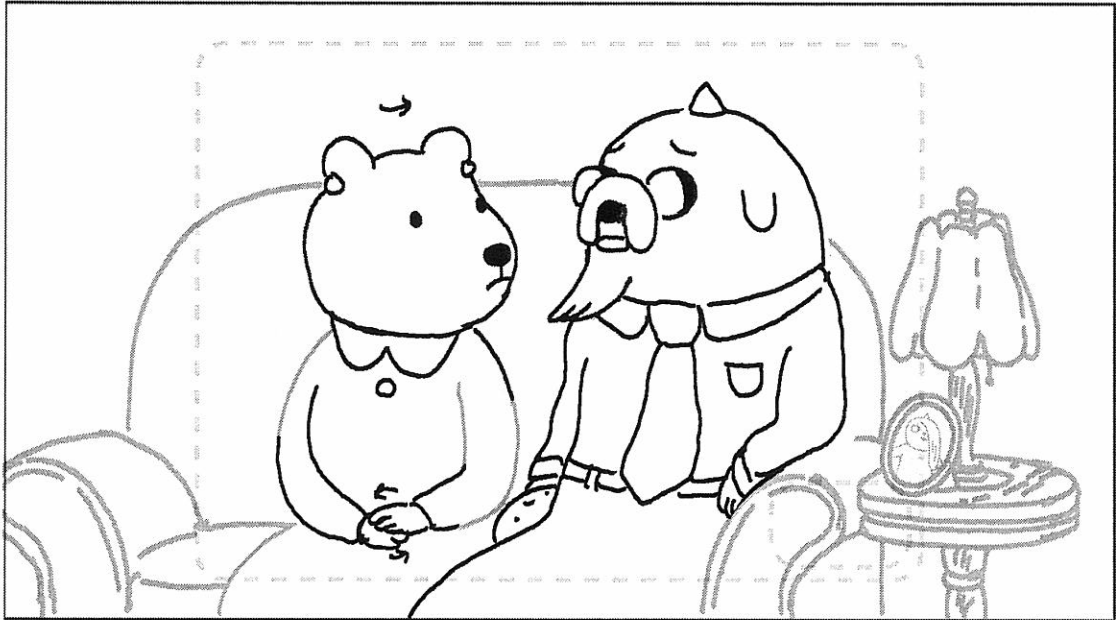


Sc. 161

Pnl. E

Bg.

day night

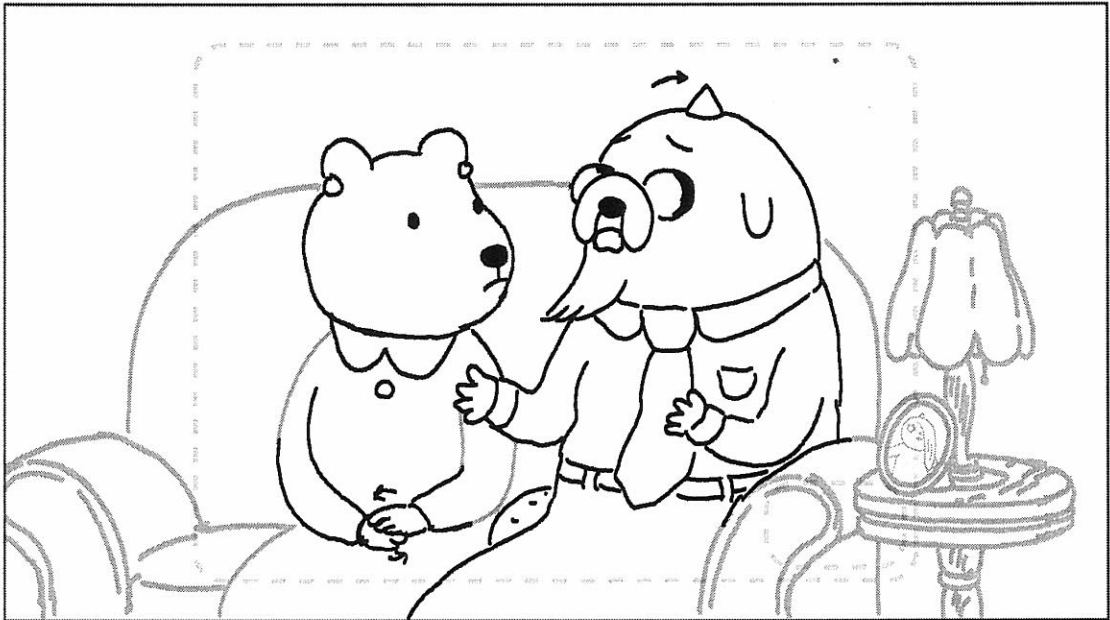


Sc. 161

Pnl. F

Bg.

day night



Dialog:

(KKW) HE DIDN'T GET WHAT I WAS TRYING TO DO.

(KKW) HE STILL LIVES THE LIFE OF A CHILD.

Action:

Timing:

EPISODE #

1025-173

Production :

ADVENTURE TIME



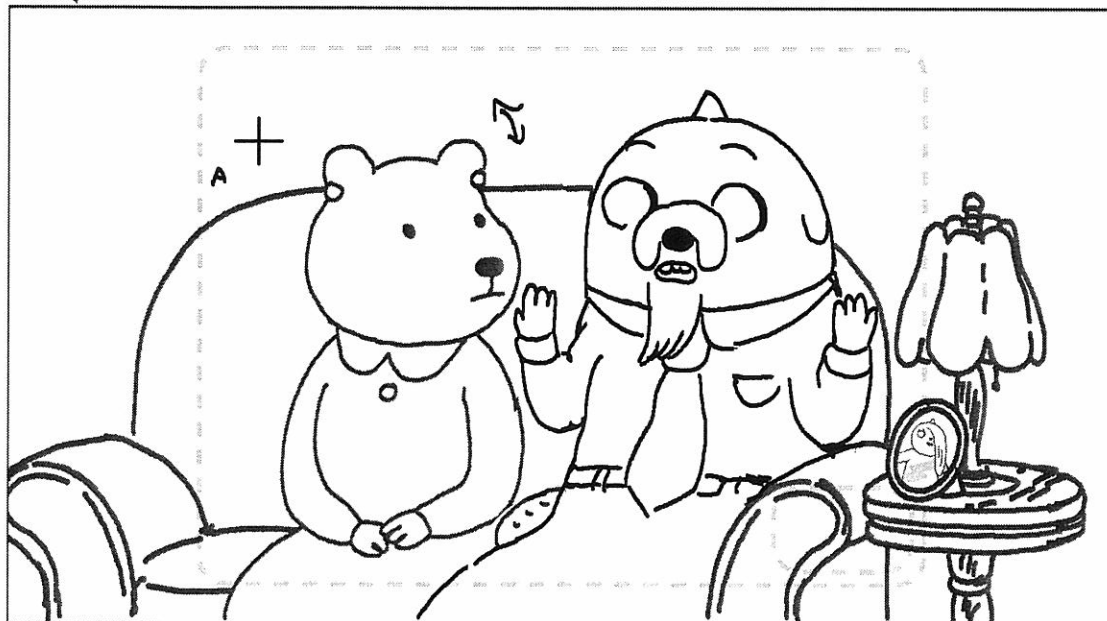
Page 235

Sc. 161

Pnl. G

Bg.

day night

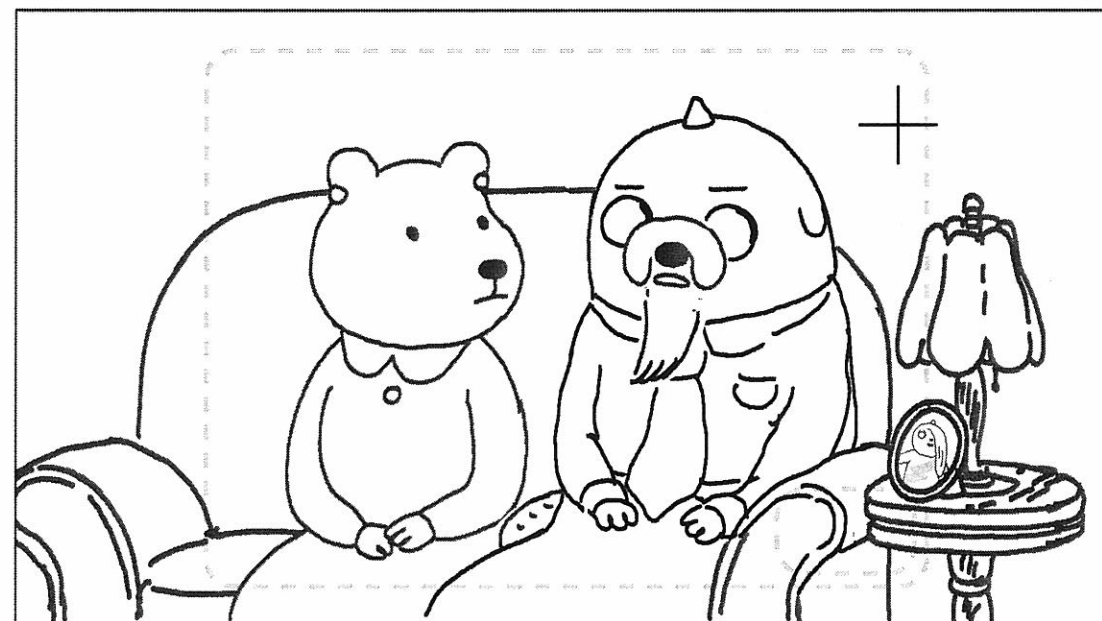


Sc. 161

Pnl. H

Bg.

day night



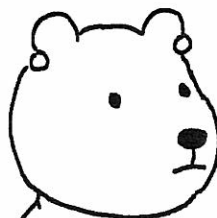
Dialog:

(KKW) I MEAN, IT'S HIS CHOICE, BUT I
REALLY THOUGHT -

- IF HE GOT A JOB AND MOVED OUT
OF THAT TREE HOUSE IT COULD'VE PUT.

Action:

B +



PAY'S
NOD: A, B, A, B, A

Timing:

1025-173

EPISODE #

Production :

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ADVENTURE TIME

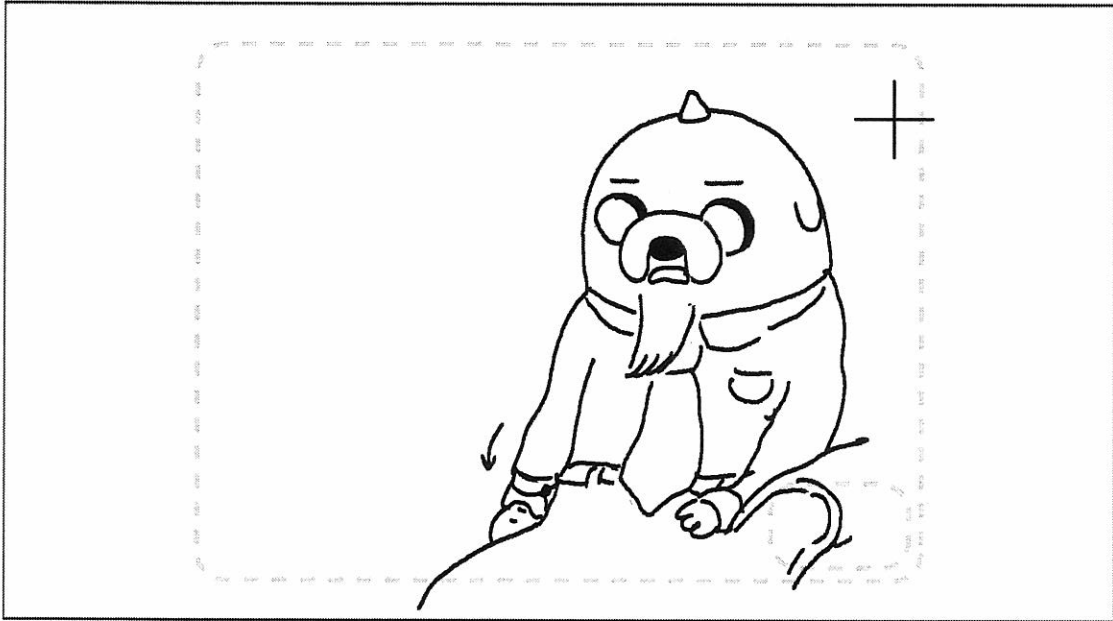


Sc. 161

Pnl. I

Bg.

day night

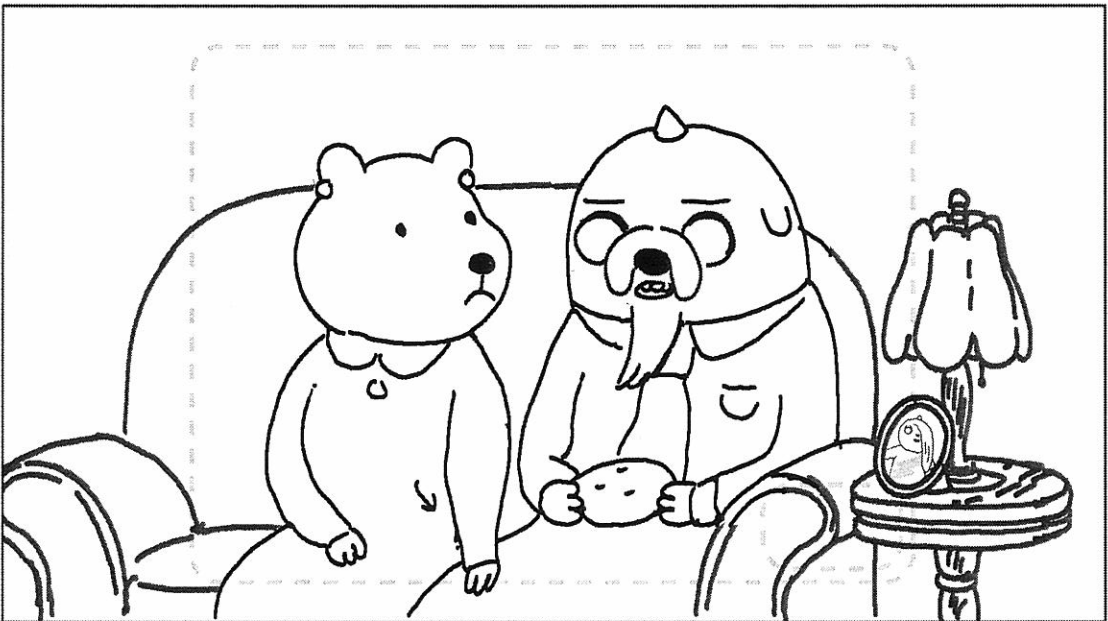


Sc. 161

Pnl. J

Bg.

day night



Dialog:

(KKW) - SOME FIRE UNDER HIM.
CONT.

(KKW) IT DIDN'T. HE DIDN'T GET IT.

Action:

Timing:

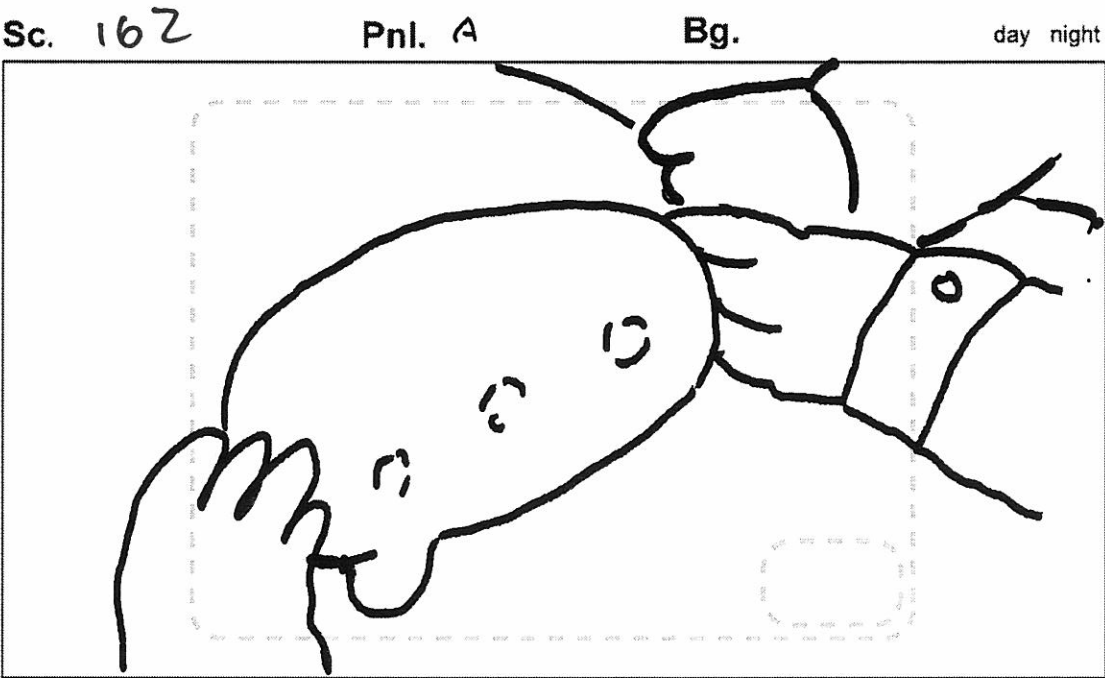
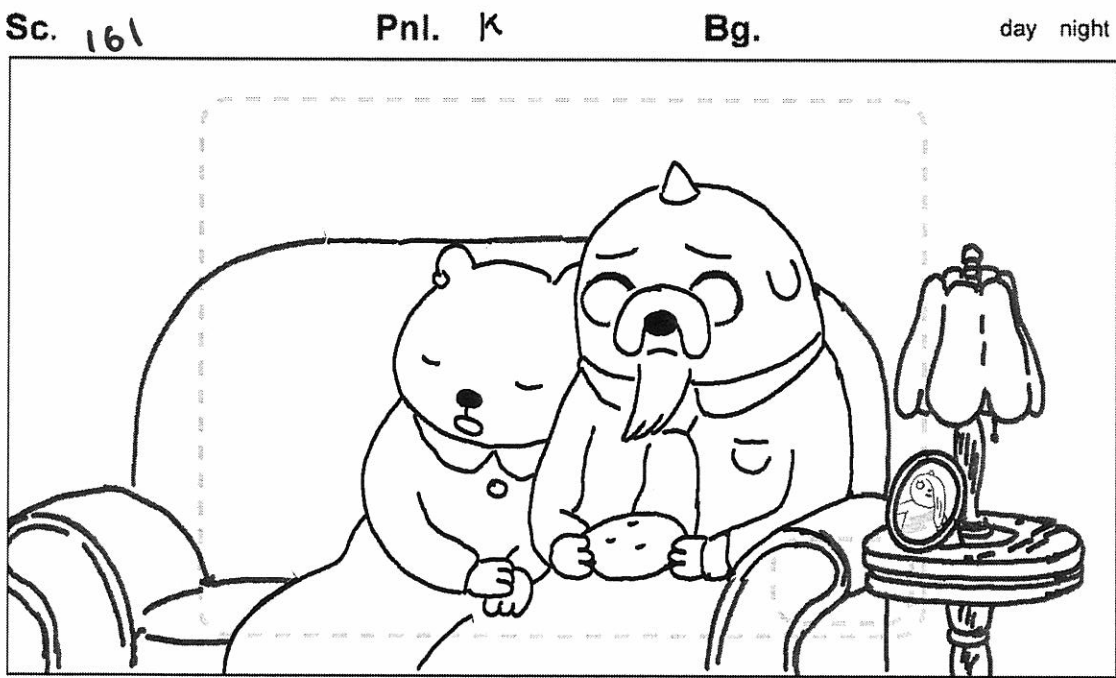
EPISODE #

Production :

1025-173

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ADVENTURE TIME



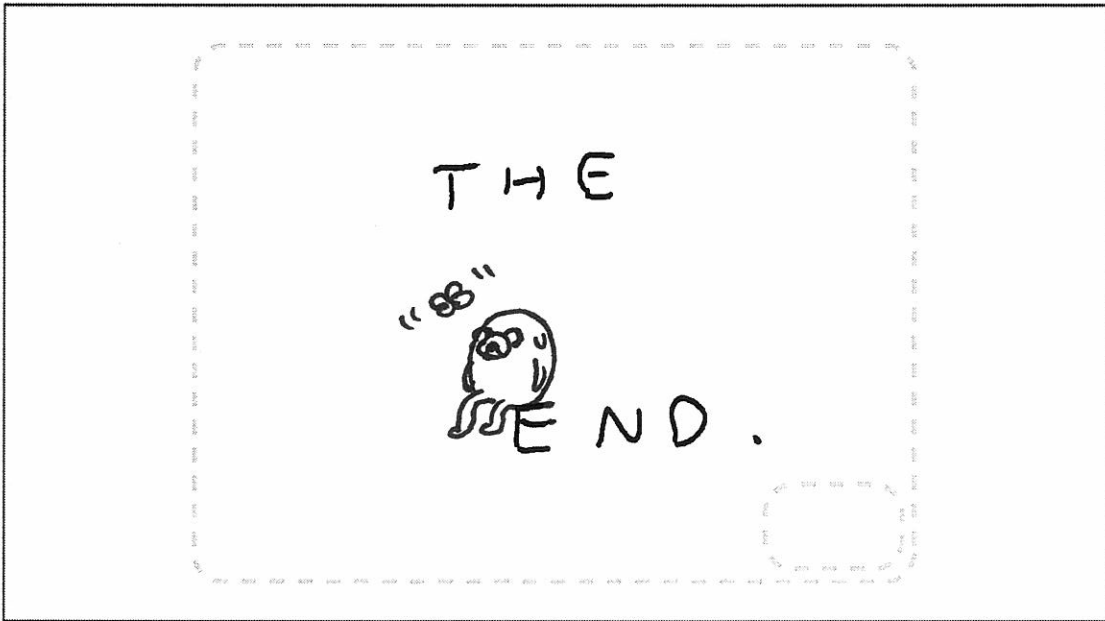
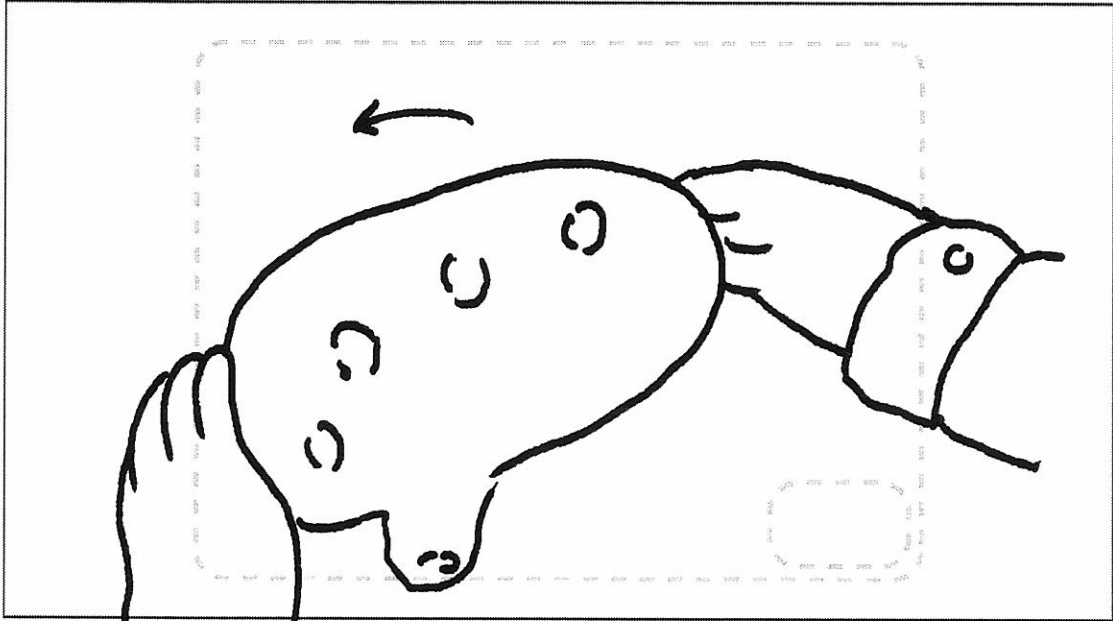
Dialog:
(PAT) AW, I'M SORRY, SWEETS.
(KKW) NAH.
Action:
Timing:

EPISODE # 1025-173
Production :

ADVENTURE TIME



Sc. 162 Pnl. B Bg. day night Sc. Pnl. Bg. day night



Dialog: (KKW) / I THINK I WAS WRONG ABOUT DAD, I THINK HE'S GOOD.

Action: (ALT) I THINK HE'S PROBABLY GOOD.

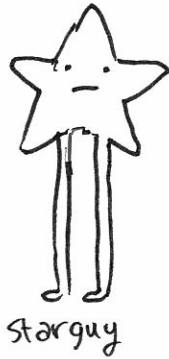
Timing:

1 U25-173

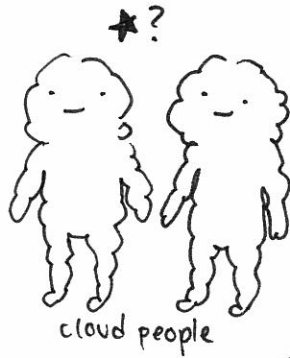
EPISODE #

Production :

OPEN-HOUSE VISITORS



starguy



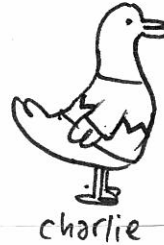
cloud people



taddle



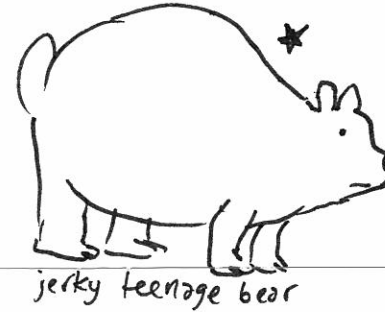
fish person



charlie



ee-ow



jerky teenage bear



Mr. Fox



fish people



1025-173



cubey



Nurdle



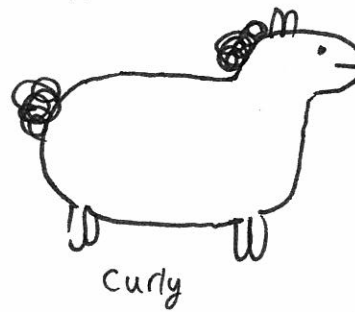
chocoberry



spider-ghost



coal man



Curly



demon pig



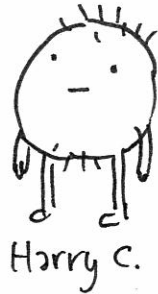
Frog wizards



placeholder guy 1



Harry M.



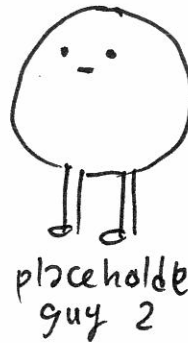
Harry C.



woody



muffy



placeholder guy 2



CP #65



Space Angel Princess



worm

* = Reuse